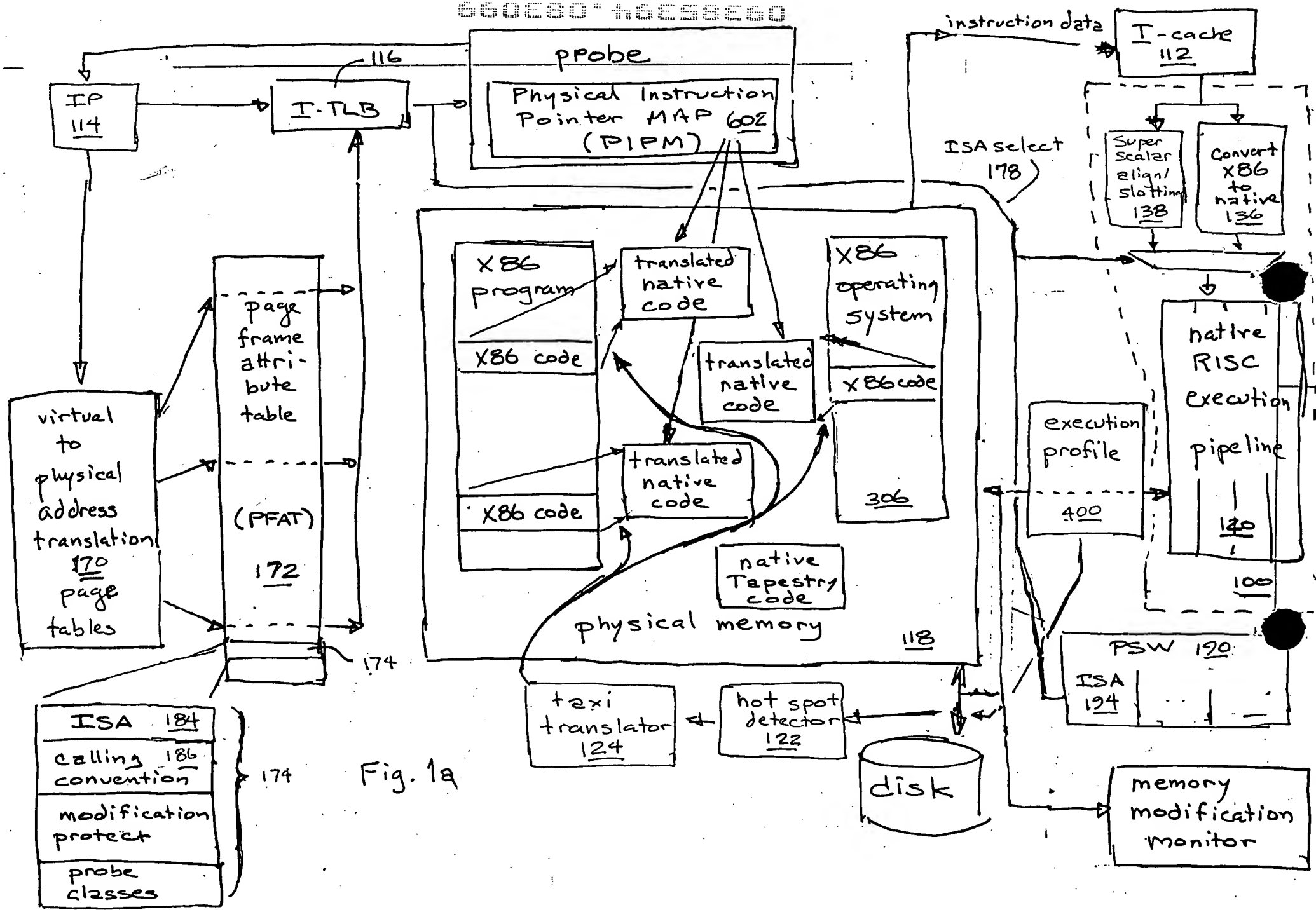

IP 114
I-TLB
116
probe
Physical Instruction Pointer MAP 602 (PIPM)
instruction data
I-cache 112
ISA select 178
Super Scalar align/ slotting 138
Convert X86 to native 136
X86 program
X86 code
X86 code
translated native code
translated native code
translated native code
X86 operating system
X86 code
306
native Tapestry code
physical memory
118
native RISC execution pipeline
130
100
execution profile
400
PSW 190
ISA 194
virtual to physical address translation 170 page tables
page frame attribute table
(PFAT)
172
174
ISA 184
calling convention 186
modification protect
probe classes
174
taxi translator 124
hot spot detector 122
disk
memory modification monitor

Fig. 1a

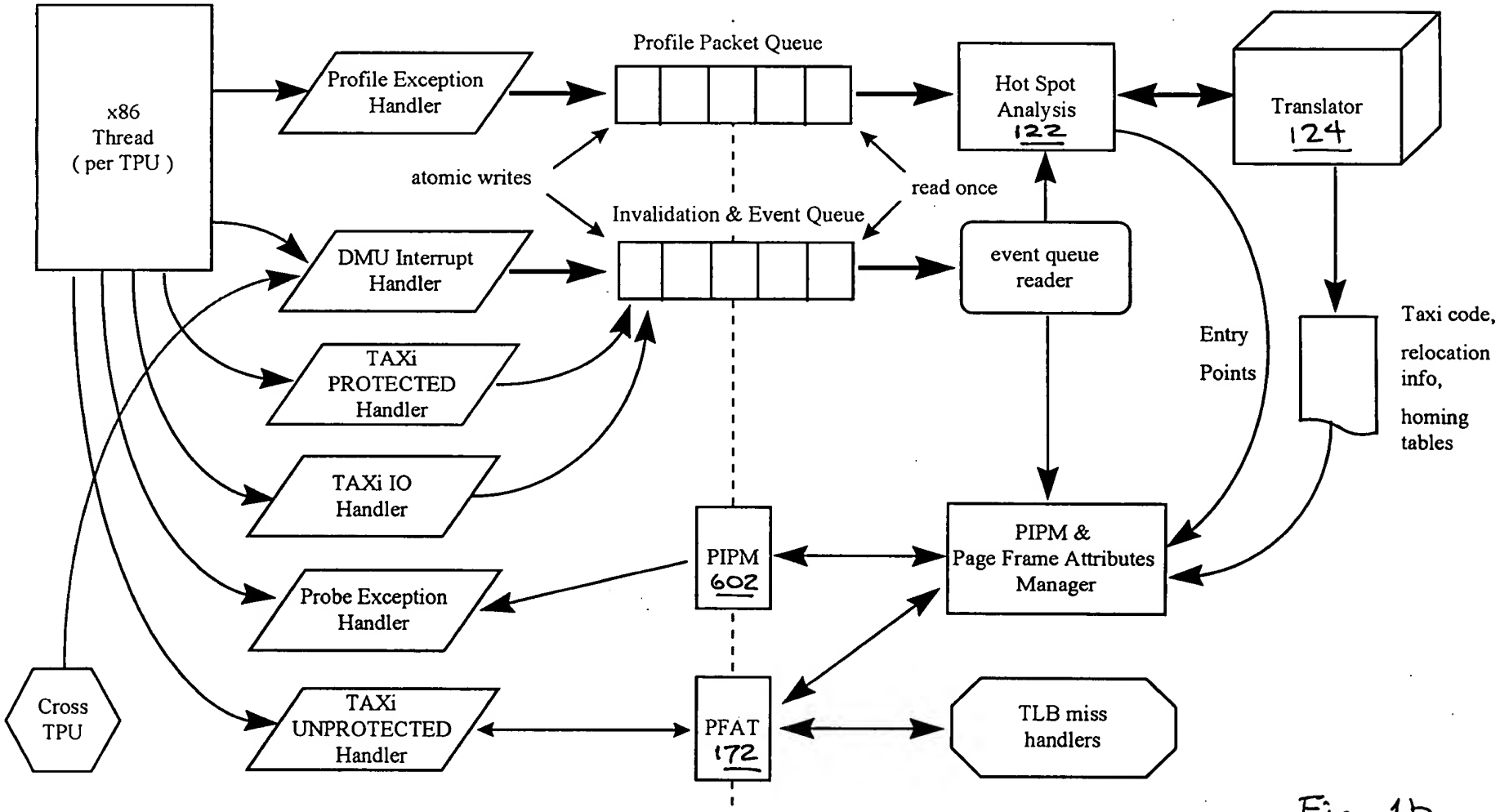
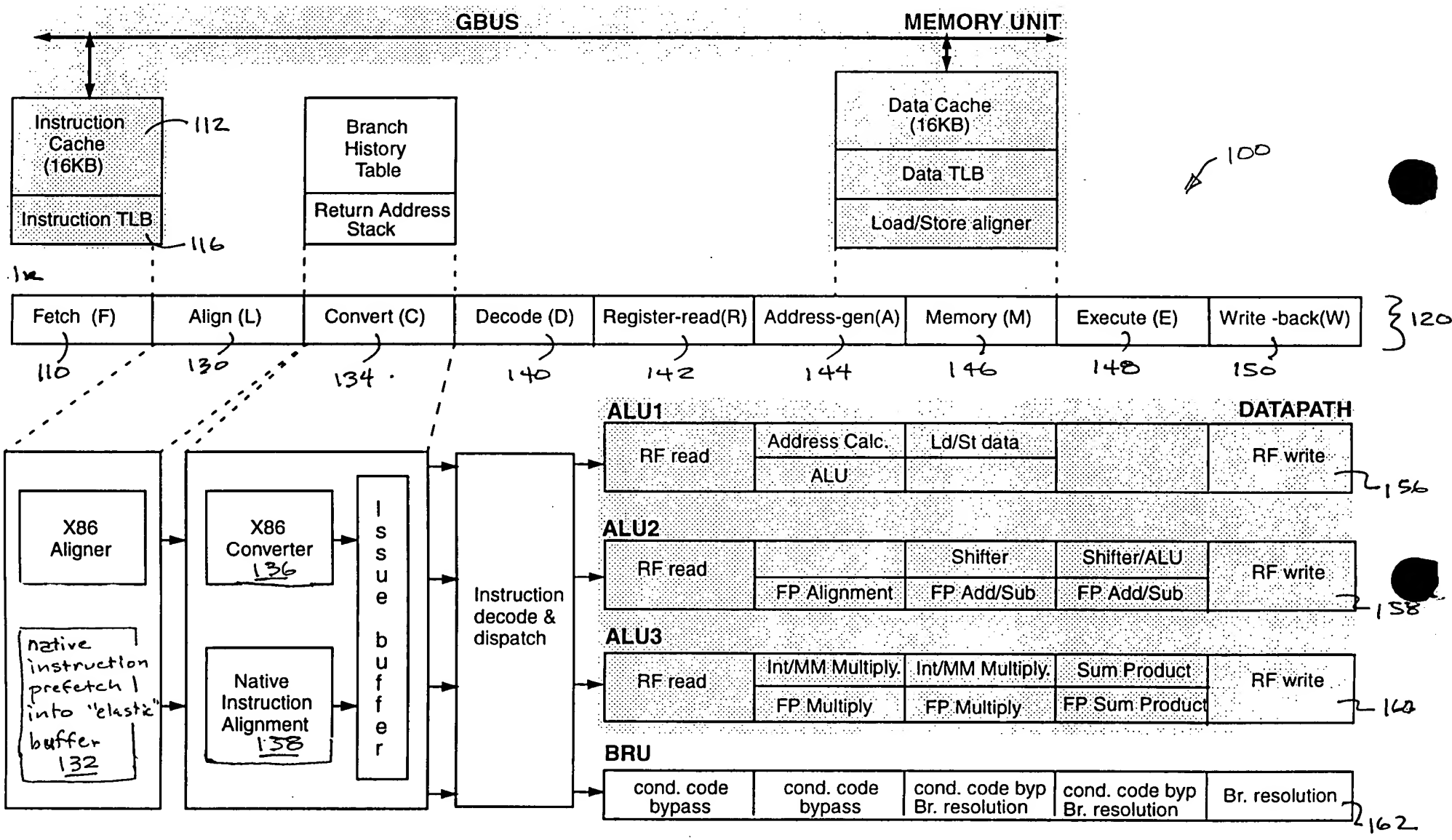


Fig. 1b

Fig. 1c



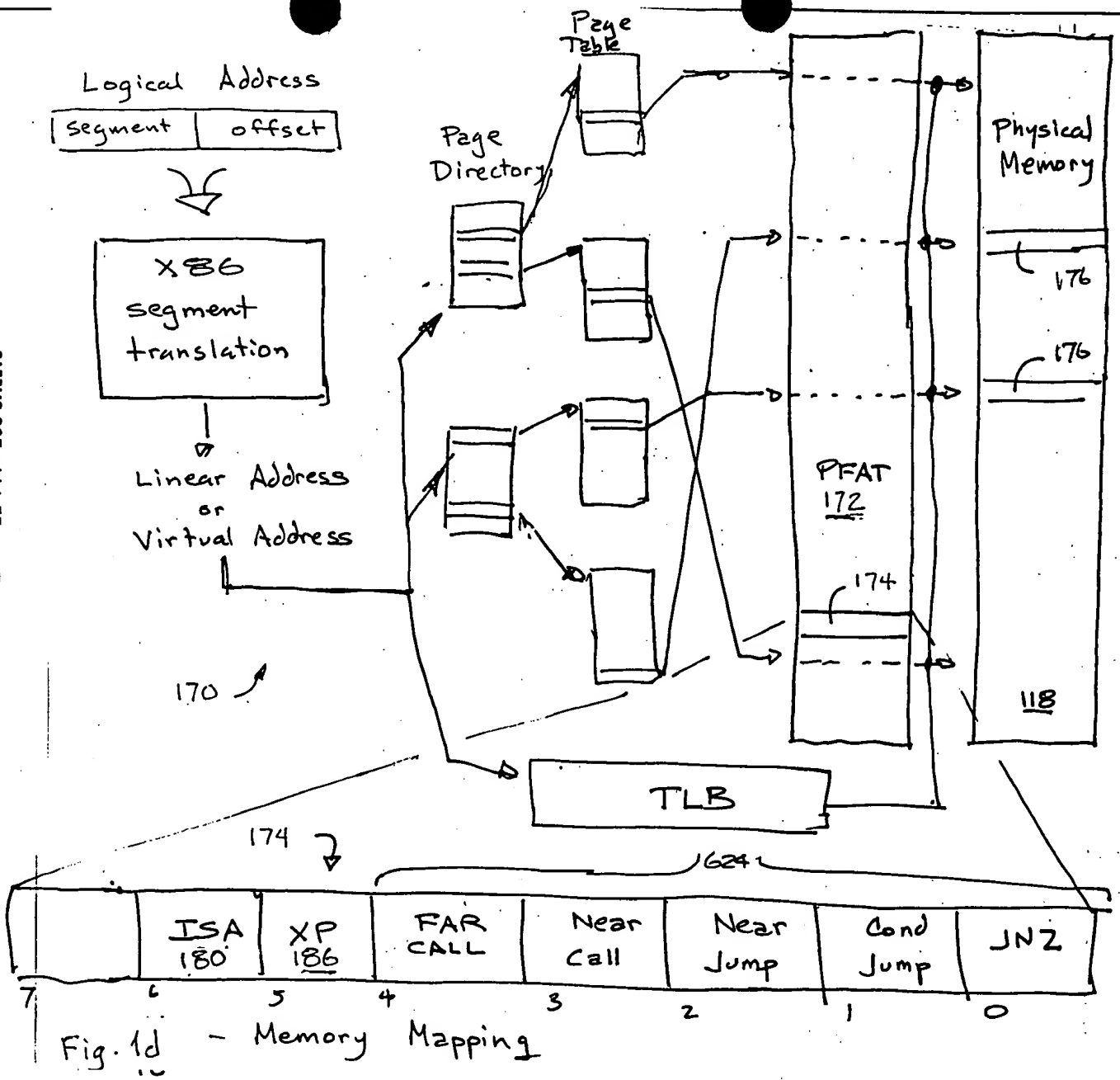


Fig. 1d - Memory Mapping

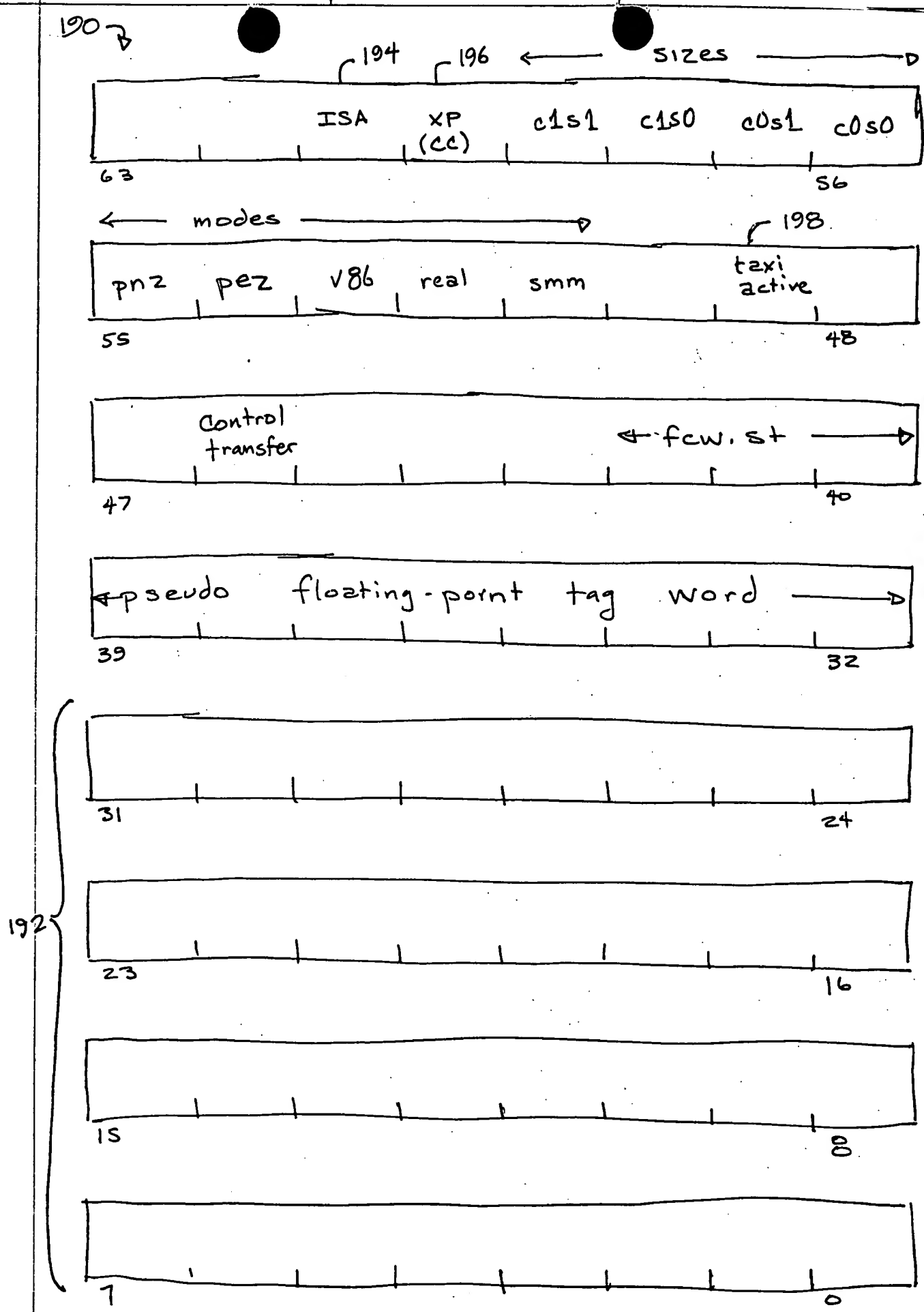


Fig. 1e

I-TLB property bits	Decoded property values: ISA 194	CC 200	Protected	Interpretation	Instructions sent to:	Collect profile trace-packets?	Probe for translated code	I/O memory reference exceptions
00	Tap	Tap	no	Native code observing native RISCy calling conventions	Native decoder	No	No	Fault if SEG.tio
01	Tap	x86	no	Native code observing x86 calling conventions	Native decoder	No	No	Fault if SEG.tio
10	x86	x86	no	x86 code, unprotected - *TAX!* profile collection only	x86 HW converter	If enabled	No	Trap if profiling
11	x86	x86	yes	x86 code, protected - *TAX!* code may be available	x86 HW converter	If enabled	Based on I-TLB probe attributes	Trap if profiling

180, 182
184, 186
184
186

Fig. 2a Significance of the I-TLB property bits

204

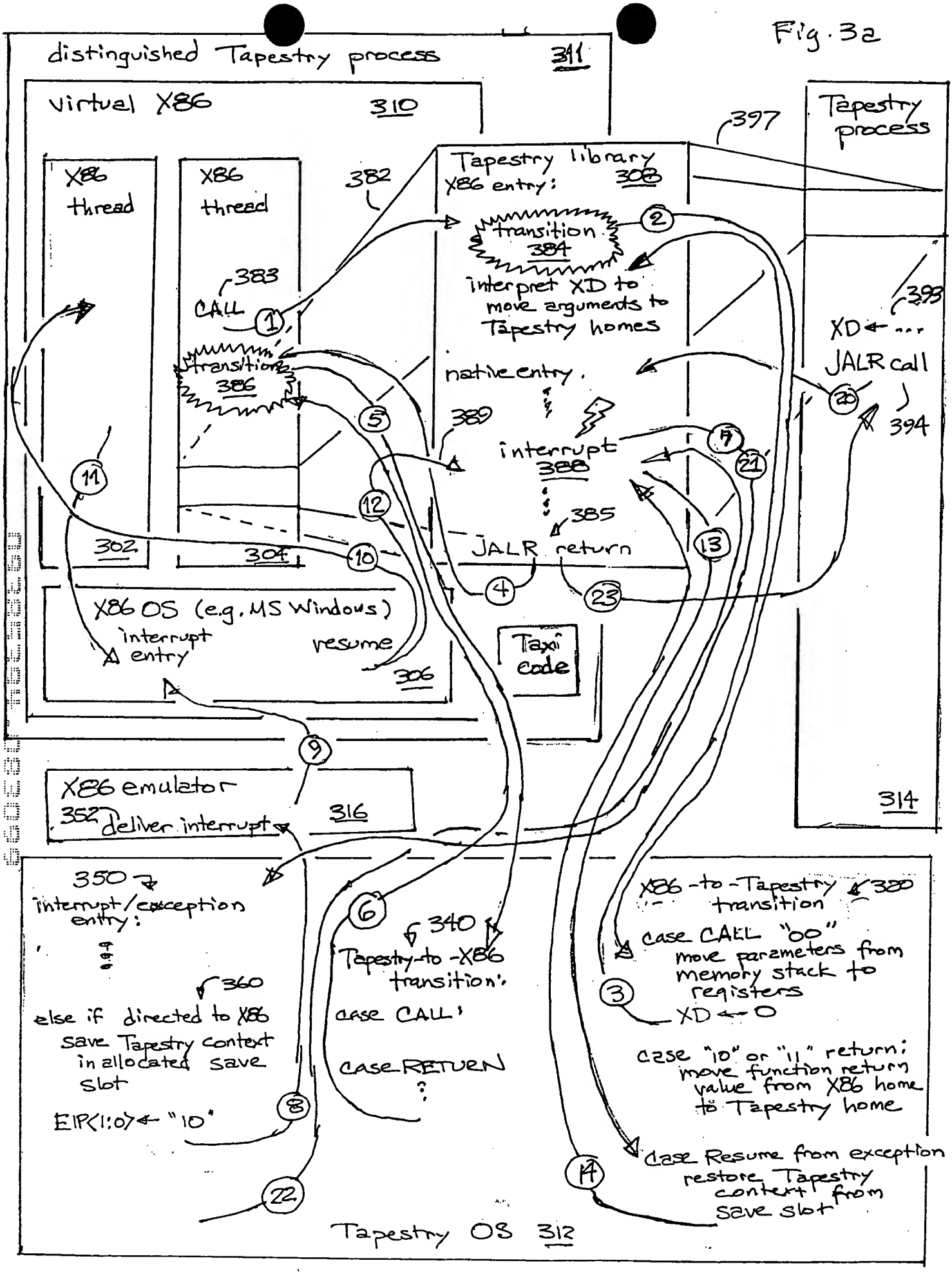
Transition (source => dest) ISA & CC property values	Handler Action
00 => 00	No transition exception
00 => 01	VECT_xxx_X86_CC exception - handler converts from native to x86 conventions
00 => 1x	VECT_xxx_X86_CC exception - handler converts from native to x86 conventions, sets up expected emulator and profiling state
01 => 00	VECT_xxx_TAP_CC exception - handler converts from x86 to native conventions
01 => 01	No transition exception
01 => 1x	VECT_X86_ISA exception [conditional based on PCW.X86_ISA_ENABLE flag] - sets up expected emulator and profiling state
1x => 00	VECT_xxx_TAP_CC exception - handler converts from x86 to native conventions
1x => 01	VECT_TAP_ISA exception [conditional based PCW.TAP_ISA_ENABLE flag] - no convention conversion necessary
1x => 10	No transition exception - [profile complete possible, probe possible]
1x => 11	No transition exception - [profile complete possible, probe NOT possible]

Fig. 2b ISA & CC transition exception flow

name	description	type
VECT_call_X86_CC	push args, return address, set up x86 state	fault on target instruction
VECT_jump_X86_CC	set up x86 state	fault on target instruction
VECT_ret_no_fp_X86_CC	return value to eax:edx, set up x86 state	fault on target instruction
VECT_ret_fp_X86_CC	return value to x86 fp stack, set up x86 state	fault on target instruction
VECT_call_TAP_CC	x86 stack args, return address to registers	fault on target instruction
VECT_jump_TAP_CC	x86 stack args to registers	fault on target instruction
VECT_ret_no_fp_TAP_CC	return value to RV0	fault on target instruction
VECT_ret_any_TAP_CC	return type unknown, setup RV0 and RVDP	fault on target instruction

Fig. 2c CC transition exceptions

Fig. 3a


distinguished Tapestry process 311
virtual X86 310
X86 thread
X86 thread
382
Tapestry library X86 entry: 308
397
Tapestry process
transition 384
interpret XD to move arguments to Tapestry homes
383
CALL
transition 386
native entry
389
interrupt 388
385
JALR return
XD ← ...
JALR call
394
302
304
X86 OS (e.g. MS Windows)
interrupt entry
resume
306
Taxi code
X86 emulator
352 deliver interrupt
316
314
350 interrupt/exception entry:
360
else if directed to X86 save Tapestry context in allocated save slot
EIP(1:0) ← "10"
340 Tapestry-to-X86 transition:
case CALL:
case RETURN
X86-to-Tapestry transition 320
case CALL "00" move parameters from memory stack to registers
XD ← 0
case "10" or "11" return: move function return value from X86 home to Tapestry home
case Resume from exception restore Tapestry context from save slot
Tapestry OS 312

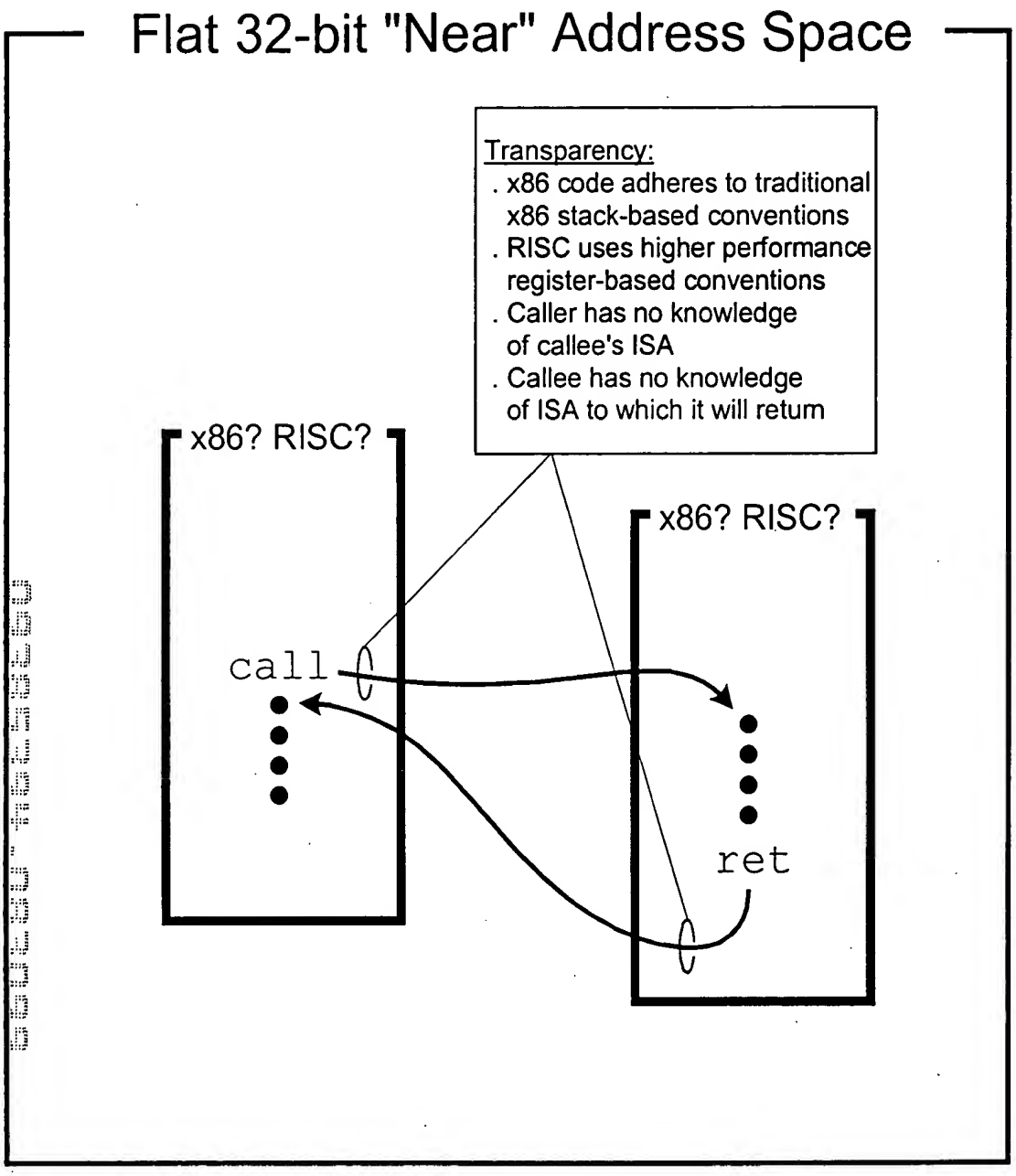

Flat 32-bit "Near" Address Space
Transparency:
. x86 code adheres to traditional x86 stack-based conventions
. RISC uses higher performance register-based conventions
. Caller has no knowledge of callee's ISA
. Callee has no knowledge of ISA to which it will return
x86? RISC?
x86? RISC?
call
ret

Fig. 3b

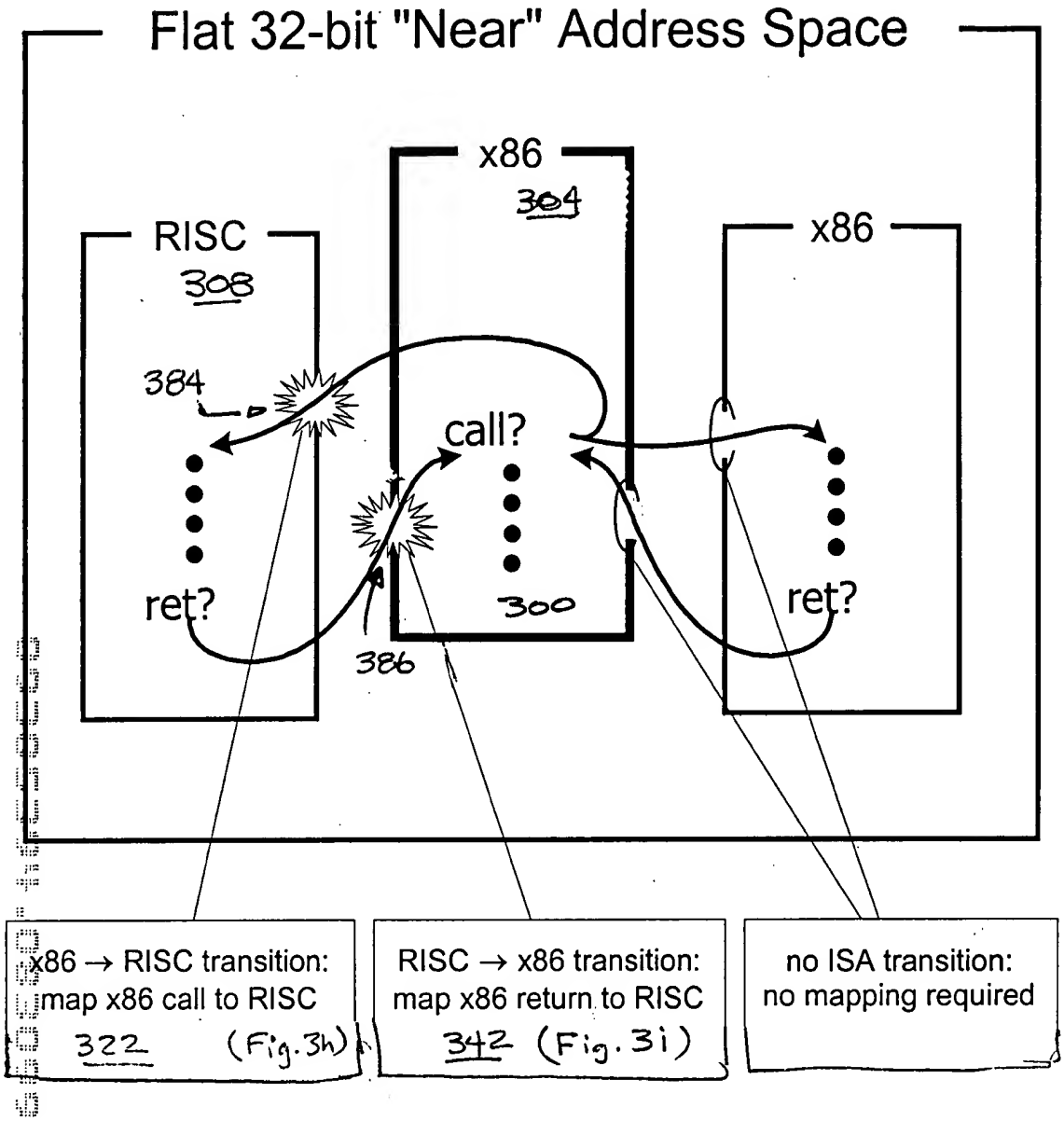

Flat 32-bit "Near" Address Space
x86
304
RISC
308
x86
384
call?
ret?
300
ret?
386
x86 → RISC transition:
map x86 call to RISC
322 (Fig.3h)
RISC → x86 transition:
map x86 return to RISC
342 (Fig.3i)
no ISA transition:
no mapping required

Fig. 3c

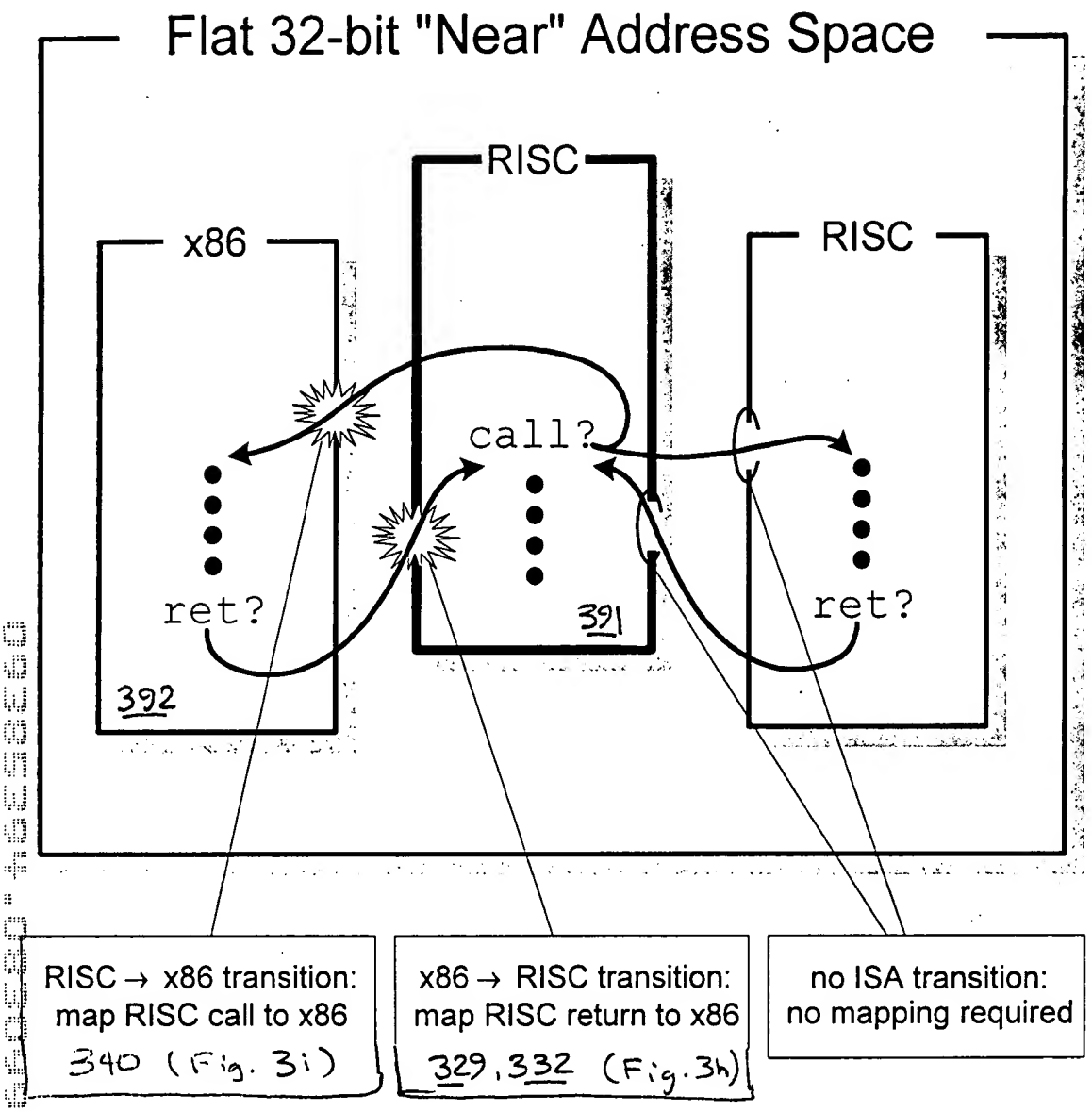

Flat 32-bit "Near" Address Space
RISC
x86
RISC
call?
ret?
391
ret?
392
RISC → x86 transition:
map RISC call to x86
340 (Fig. 3i)
x86 → RISC transition:
map RISC return to x86
329, 332 (Fig. 3h)
no ISA transition:
no mapping required

Fig. 3d

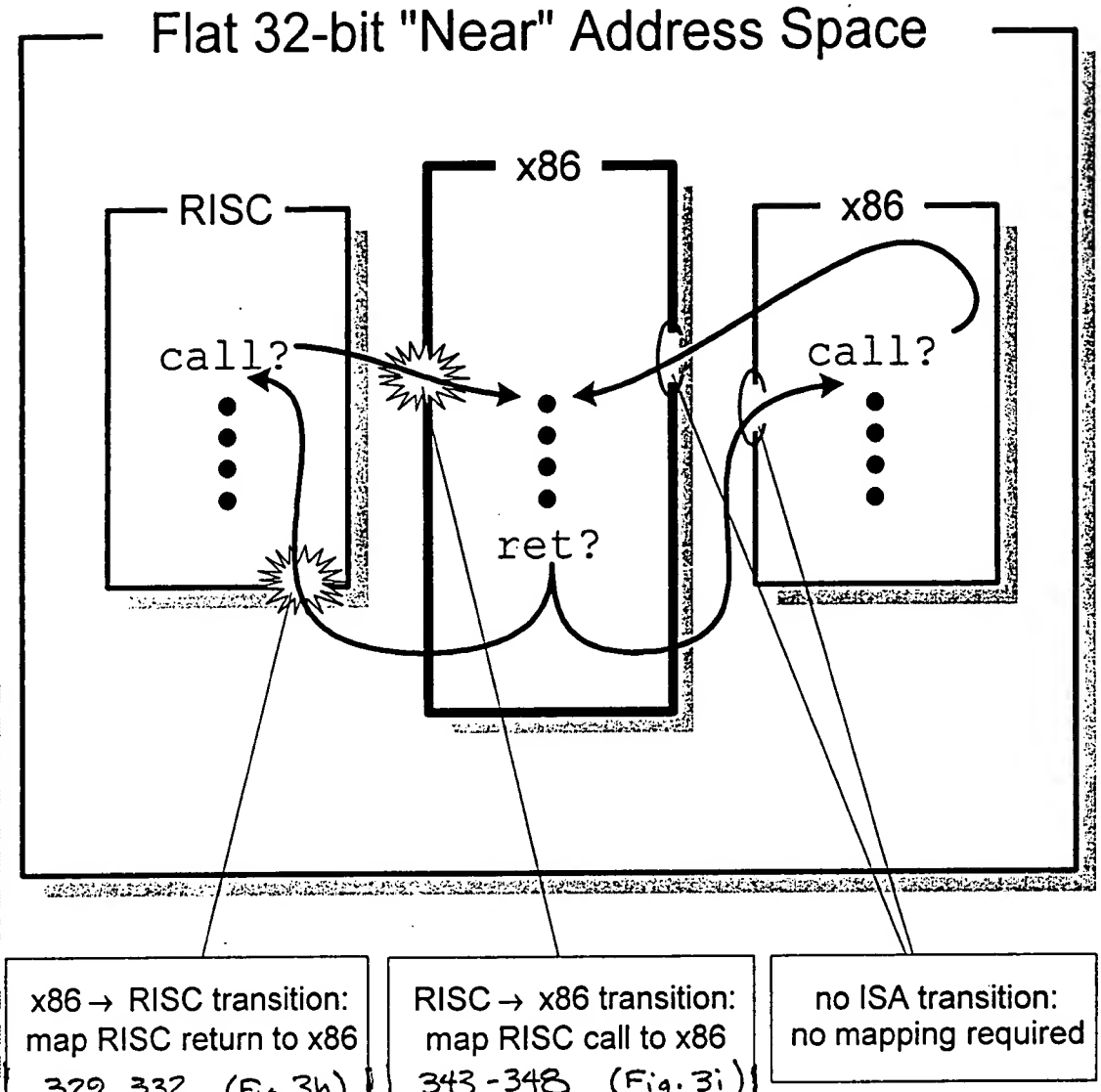

Flat 32-bit "Near" Address Space
RISC
x86
x86
call?
call?
ret?
x86 → RISC transition:
map RISC return to x86
329, 332 (Fig. 3h)
RISC → x86 transition:
map RISC call to x86
343-348 (Fig. 3i)
no ISA transition:
no mapping required

Fig. 3e

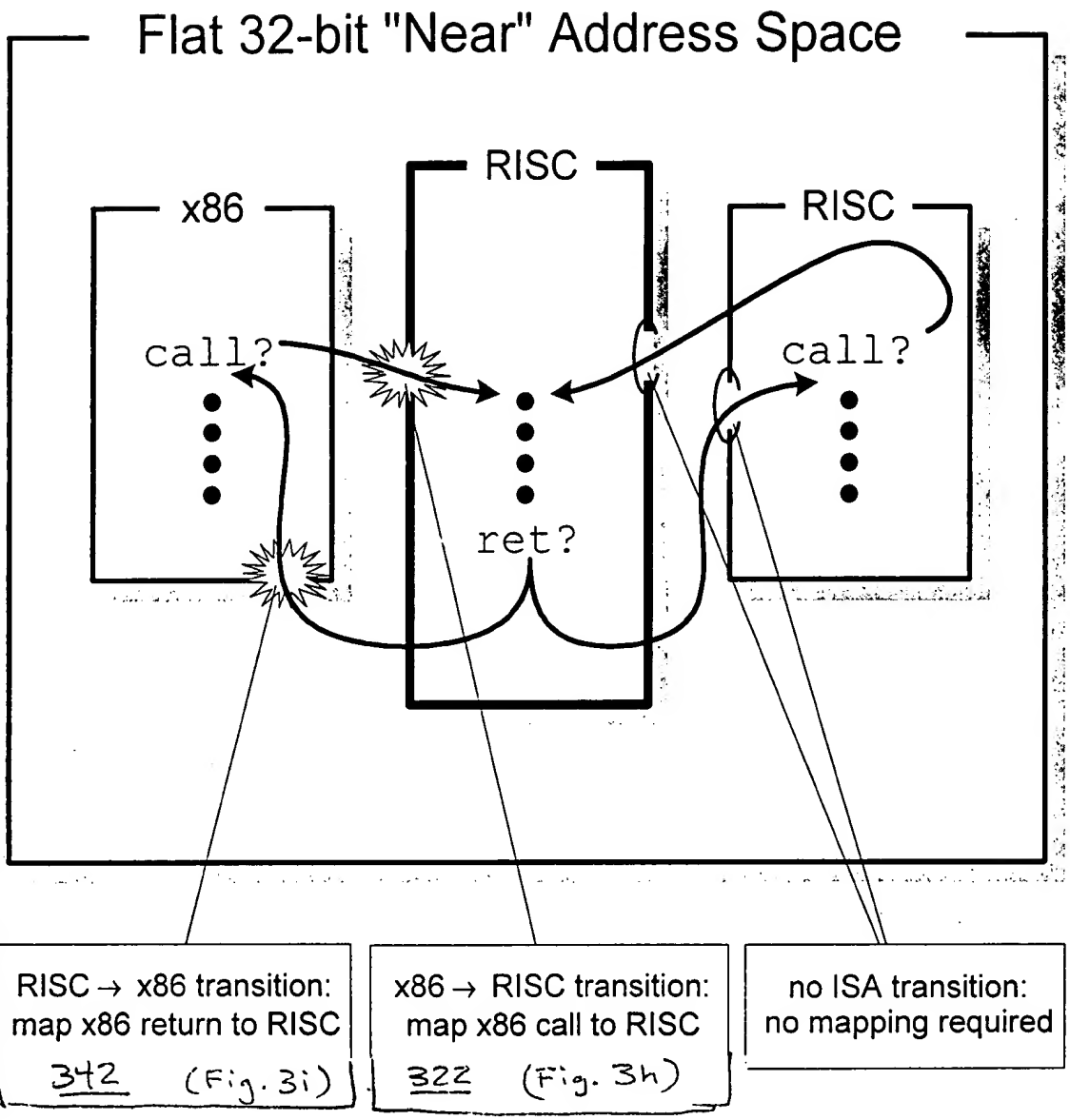

Flat 32-bit "Near" Address Space
x86
RISC
RISC
call?
call?
ret?
RISC → x86 transition:
map x86 return to RISC
342 (Fig. 3i)
x86 → RISC transition:
map x86 call to RISC
322 (Fig. 3h)
no ISA transition:
no mapping required

Fig. 3f

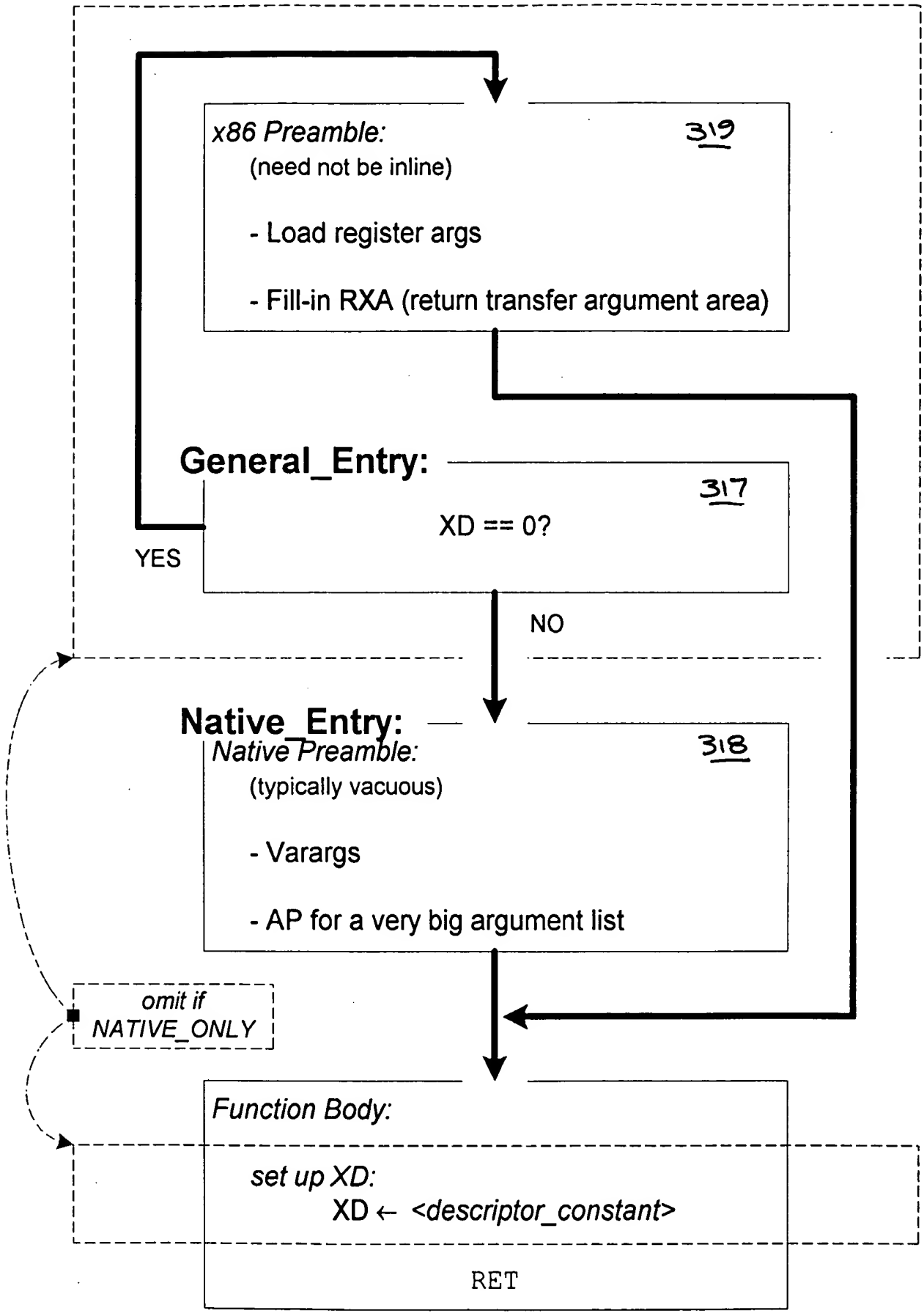

x86 Preamble:
319
(need not be inline)
- Load register args
- Fill-in RXA (return transfer argument area)
General_Entry:
317
XD == 0?
YES
NO
Native_Entry:
Native Preamble:
318
(typically vacuous)
- Varargs
- AP for a very big argument list
omit if
NATIVE_ONLY
Function Body:
set up XD:
XD ← <descriptor_constant>
RET

Fig. 3g

320

X86-to-Tapestry transition exception handler

```
// This handler is entered under the following conditions:
// 1. An x86 caller invokes a native function
// 2. An x86 function returns to a native caller
// 3. x86 software returns to or resumes an interrupted native function following
//    an external asynchronous interrupt, a processor exception, or a context switch

dispatch on the two least-significant bits of the destination address   {     321
case "00"          // calling a native subprogram                                   } 322
    // copy linkage and stack frame information and call parameters from the memory
    // stack to the analogous Tapestry registers
    LR ← [SP++]        // set up linkage register ~ 323
    AP ← SP            // address of first argument ~ 324
    SP ← SP - 8        // allocate return transfer argument area ~ 326
    SP ← SP & (-32)    // round the stack pointer down to a 0 mode 32 boundary ~ 327
    XD ← 0             // inform callee that caller uses X86 calling conventions ~ 328
case "01"          // resuming an X86 thread suspended during execution of a native routine   } 370
    if the redundant copies of the save slot number in EAX and EDX do not match or if     } 371
        the redundant copies of the timestamp in EBX:ECX and ESI:EDI do not match {
        // some form of bug or thread corruption has been detected
        goto TAPESTRY_CRASH_SYSTEM( thread-corruption-error-code ) ~ 372
    }
    save the EBX:ECX timestamp in a 64-bit exception handler temporary register      } 373
        (this will not be overwritten during restoration of the full native context)
    use save slot number in EAX to locate actual save slot storage ~ 374
    restore full entire native context (includes new values for all x86 registers) ~ 375
    if save slot's timestamp does not match the saved timestamp {  ~ 376
        // save slot as been reallocated; save slot exhaustion has been detected
        goto TAPESTRY_CRASH_SYSTEM( save-slot-overwritten-error-code ) ~ 377
    }
    free the save slot ~ 378
case "10"          // returning from X86 callee to native caller, result already in registers   } 332
    RV0<63:32> ← edx<31:00>                  // in case result is 64 bits ~ 333
    convert the FP top-of-stack value from 80 bit X86 form to 64-bit form in RVDP ~ 334
                                              // restore SP from time of call ~ 337
    SP ← ESI
case "11"          // returning from X86 callee to native caller, load large result from memory   } 329
    RV0..RV3 ← load 32 bytes from [ESI-32] // (guaranteed naturally aligned) ~ 330
                                              // restore SP from time of call ~ 337
    SP ← ESI
}
EPC ← EPC & -4          // reset the two low-order bits to zero ~ 336
RFE ~ 338
```

Fig. 3h

Tapestry-to-X86 transition exception handler ~ 340

```
    // This handler is entered under the following conditions:
    // 1. a native caller invokes an x86 function
    // 2. a native function returns to an x86 caller
    switch on XD<3:0> { ~ 341

    XD_RET_FP:                  // result type is floating point
        F0/F1 ← FINFLATE.de( RVDP )  // X86 FP results are 80 bits
        SP ← from RXA save           // discard RXA, pad, args
        FPCW ← image after FINIT & push // FP stack has 1 entry
        goto EXIT

    XD_RET_WRITEBACK:           // store result to @RVA, leave RVA in eax
        RVA ← from RXA save          // address of result area
        copy decode(XD<8:4>) bytes from RV0..RV3 to [RVA]
        eax ← RVA                    // X86 expects RVA in eax
        SP ← from RXA save           // discard RXA, pad, args
        FPCW ← image after FINIT            // FP stack is empty
        goto EXIT

    XD_RET_SCALAR:              // result in eax:eda
        edx<31:00> ← eax<63:32>      // in case result is 64 bits
        SP ← from RXA save           // discard RXA, pad, args
        FPCW ← image after FINIT            // FP stack is empty
        goto EXIT                                                  } 342

    XD_CALL_HIDDEN_TEMP:  // allocate 32 byte aligned hidden temp
        esi ← SP                     // stack cut back on return  ~ 343
        SP  ← SP – 32                // allocate max size temp    } 344
        RVA ← SP                     // RVA consumed later by RR  }
        LR<1:0> ← "11"               // flag address for return & reload ~ 345
        goto CALL_COMMON

    default:                    // remaining XD_CALL_xxx encodings
        esi ← SP                     // stack cut back on return  ~ 343
        LR<1:0> ← "10"               // flag address for return   ~ 346
CALL_COMMON:
        interpret XD to push and/or reposition args   ~ 347
        [--SP] ← LR                  // push LR as return address }
EXIT:                                                             } 348
        setup emulator context and profiling ring buffer pointer  }
    }
    RFE ~ 349                   // to original target
}
```

Fig. 3i

interrupt/exception handler of Tapestry operating system: 350

```
// Control vectors here when a synchronous exception or asynchronous interrupt is to be
// exported to / manifested in an x86 machine.

// The interrupt is directed to something within the virtual X86, and thus there is a possibility
// that the X86 operating system will context switch. So we need to distinguish two cases:
//   either the running process has only X86 state that is relevant to save, or
//   there is extended state that must be saved and associated with the current machine context
//        (e.g., extended state in a Tapestry library call in behalf of a process managed by X86 OS)
if execution was interrupted in the converter – EPC.ISA == X86 {
        // no dependence on extended/native state possible hence no need to save any
        goto EM86_Deliver_Interrupt( interrupt-byte )
} else if EPC.Taxi_Active {
        // A Taxi translated version of some X86 code was running. Taxi will rollback to an
        // x86 instruction boundary. Then, if the rollback was induced by an asynchronous external
        // interrupt Taxi will deliver the appropriate x86 interrupt. Else, the rollback was induced
        // by a synchronous event so Taxi will resume execution in the converter, retriggering the
        // exception but this time will EPC.ISA == X86
        goto TAXi_Rollback( asynchronous-flag, interrupt-byte )
} else if EPC.EM86 {
        // The emulator has been interrupted. In theory the emulator is coded to allow for such
        // conditions and permits re-entry during long running routines (e.g. far call through a gate)
        // to deliver external interrupts
        goto EM86_Deliver_Interrupt( interrupt-byte )
} else {
        // This is the most difficult case – the machine was executing native Tapestry code on
        // behalf of an X86 thread. The X86 operating system may context switch. We must save
        // all native state and be able to locate it again when the x86 thread is resumed.

        allocate a free save slot; if unavailable free the save slot with oldest timestamp and try again
        save the entire native state (both the X86 and the extended state)
        save the X86 EIP in the save slot
        overwrite the two low-order bits of EPC with "01" (will become X86 interrupt EIP)
        store the 64-bit timestamp in the save slot, in the X86 EBX:ECX register pair (and,
                for further security, store a redundant copy in the X86 ESI:EDI register pair)
        store the a number of the allocated save slot in the X86 EAX register (and, again for
                further security, store a redundant copy in the X86 EDX register)
        goto EM86_Deliver_Interrupt( interrupt-byte )
}
```

351 353 354 360 361 362 363 364 365 369

350

Fig. 3j

```
typedef struct {
    save_slot_t *    newer;          // pointer to next-most-recently-allocated save slot
    save_slot_t *    older;          // pointer to next-older save slot
    unsigned int64   epc;            // saved exception PC/IP
    unsigned int64   pcw;            // saved exception PCW (program control word)
    unsigned int64   registers[63];  // save the 63 writeable general registers
    ...                              // other words of Tapestry context
    timestamp_t      timestamp;      // timestamp to detect buffer overrun
    int              save_slot_ID;   // ID number of the save slot
    boolean          save_slot_is_full;      // full / empty flag
} save_slot_t;

save_slot_t *    save_slot_head;     // pointer to the head of the queue
save_slot_t *    save_slot_tail;     // pointer to the tail of the queue
```

379c 356 355 ~358 ~357 ~359 ~379a ~379b

system initialization

- reserve several pages of unpaged memory for save slots

Fig. 3k

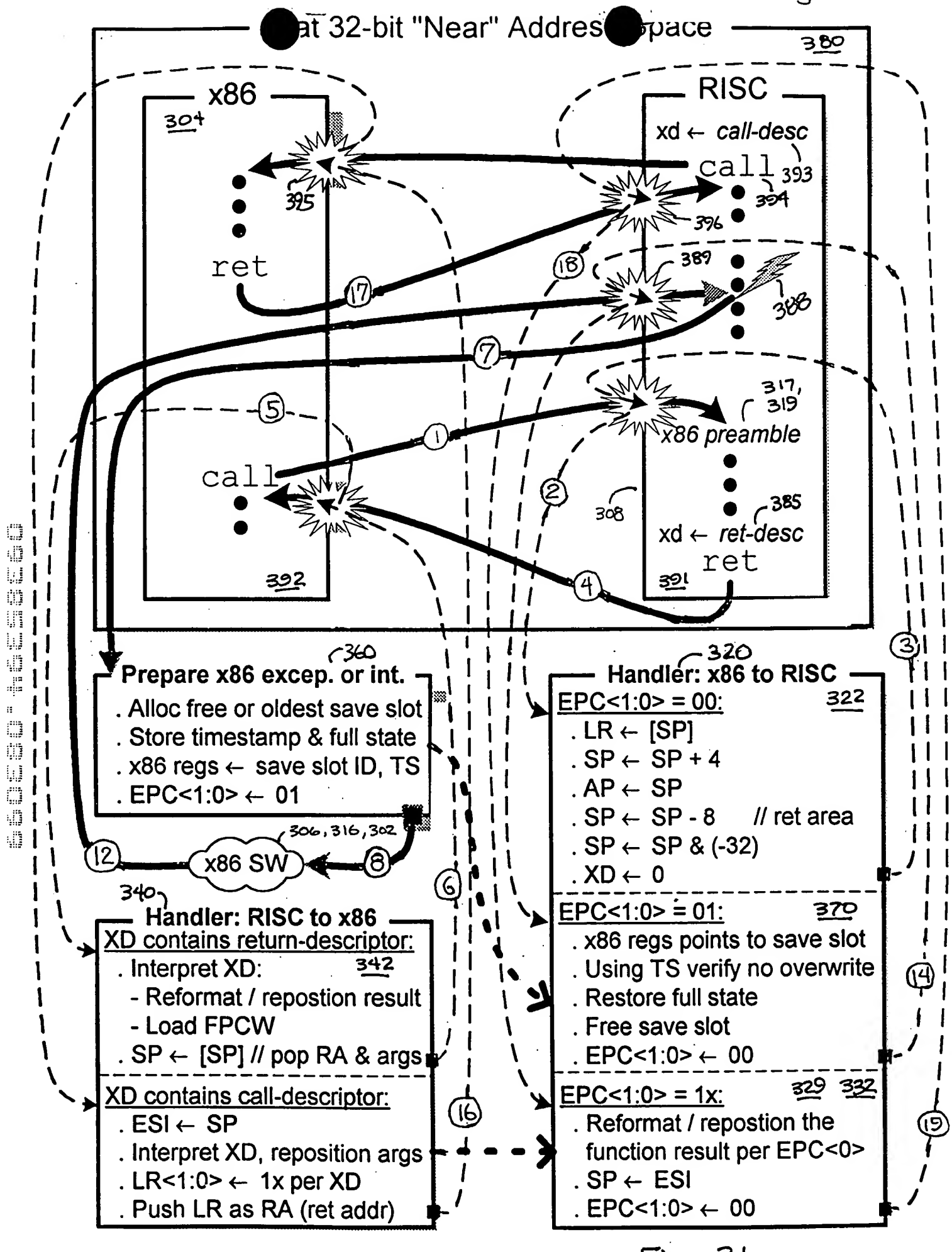

at 32-bit "Near" Addres pace
380
x86
304
RISC
xd ← call-desc
call
393
394
396
395
ret
18
389
388
17
7
5
317, 319
x86 preamble
1
call
2
308
385
xd ← ret-desc
ret
392
391
4
3
360
Prepare x86 excep. or int.
. Alloc free or oldest save slot
. Store timestamp & full state
. x86 regs ← save slot ID, TS
. EPC<1:0> ← 01
306, 316, 302
12
x86 SW
8
340
Handler: RISC to x86
XD contains return-descriptor:
. Interpret XD: 342
- Reformat / repostion result
- Load FPCW
. SP ← [SP] // pop RA & args
XD contains call-descriptor:
. ESI ← SP
. Interpret XD, reposition args
. LR<1:0> ← 1x per XD
. Push LR as RA (ret addr)
320
Handler: x86 to RISC
EPC<1:0> = 00: 322
. LR ← [SP]
. SP ← SP + 4
. AP ← SP
. SP ← SP - 8 // ret area
. SP ← SP & (-32)
. XD ← 0
EPC<1:0> = 01: 370
. x86 regs points to save slot
. Using TS verify no overwrite
. Restore full state
. Free save slot
. EPC<1:0> ← 00
EPC<1:0> = 1x: 329 332
. Reformat / repostion the function result per EPC<0>
. SP ← ESI
. EPC<1:0> ← 00
6
16
14
19

Fig. 3L

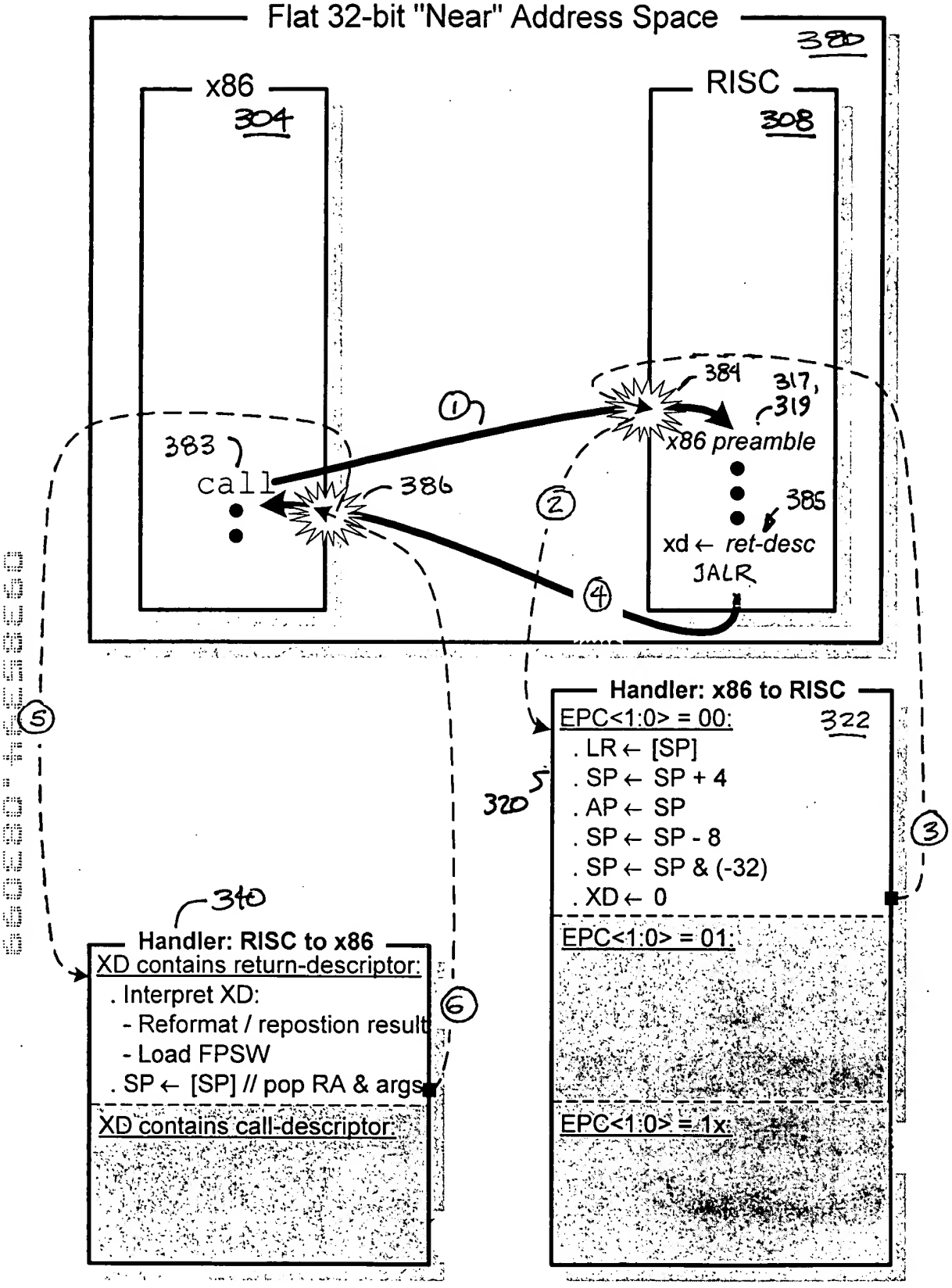

Flat 32-bit "Near" Address Space
380
x86
304
RISC
308
383
call
386
384
317,
319
x86 preamble
385
xd ← ret-desc
JALR
1
2
3
4
5
6
Handler: x86 to RISC
EPC<1:0> = 00:
322
320
. LR ← [SP]
. SP ← SP + 4
. AP ← SP
. SP ← SP - 8
. SP ← SP & (-32)
. XD ← 0
EPC<1:0> = 01:
EPC<1:0> = 1x:
310
Handler: RISC to x86
XD contains return-descriptor:
. Interpret XD:
- Reformat / repostion result
- Load FPSW
. SP ← [SP] // pop RA & args
XD contains call-descriptor:

Fig. 3m

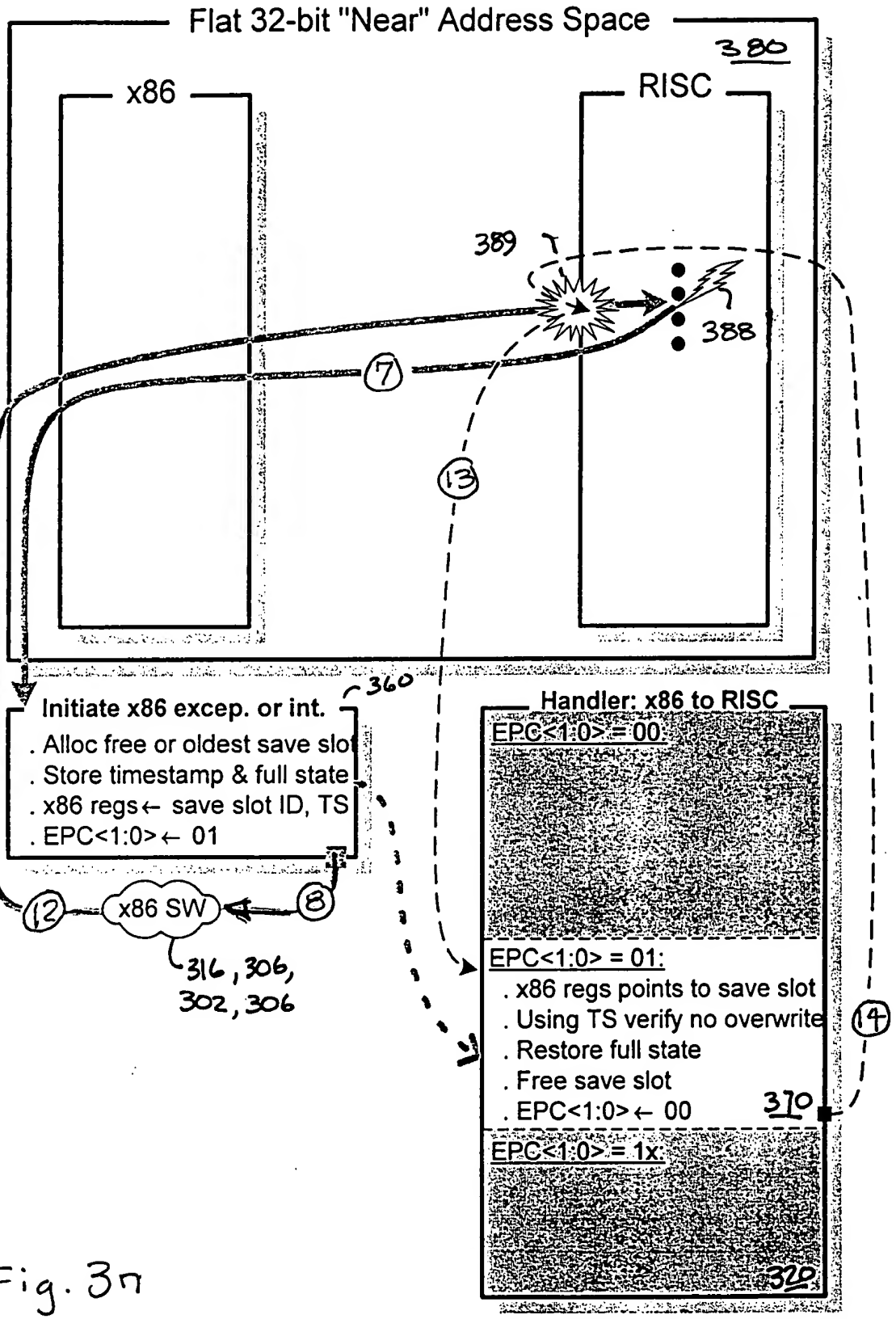


Fig. 3n

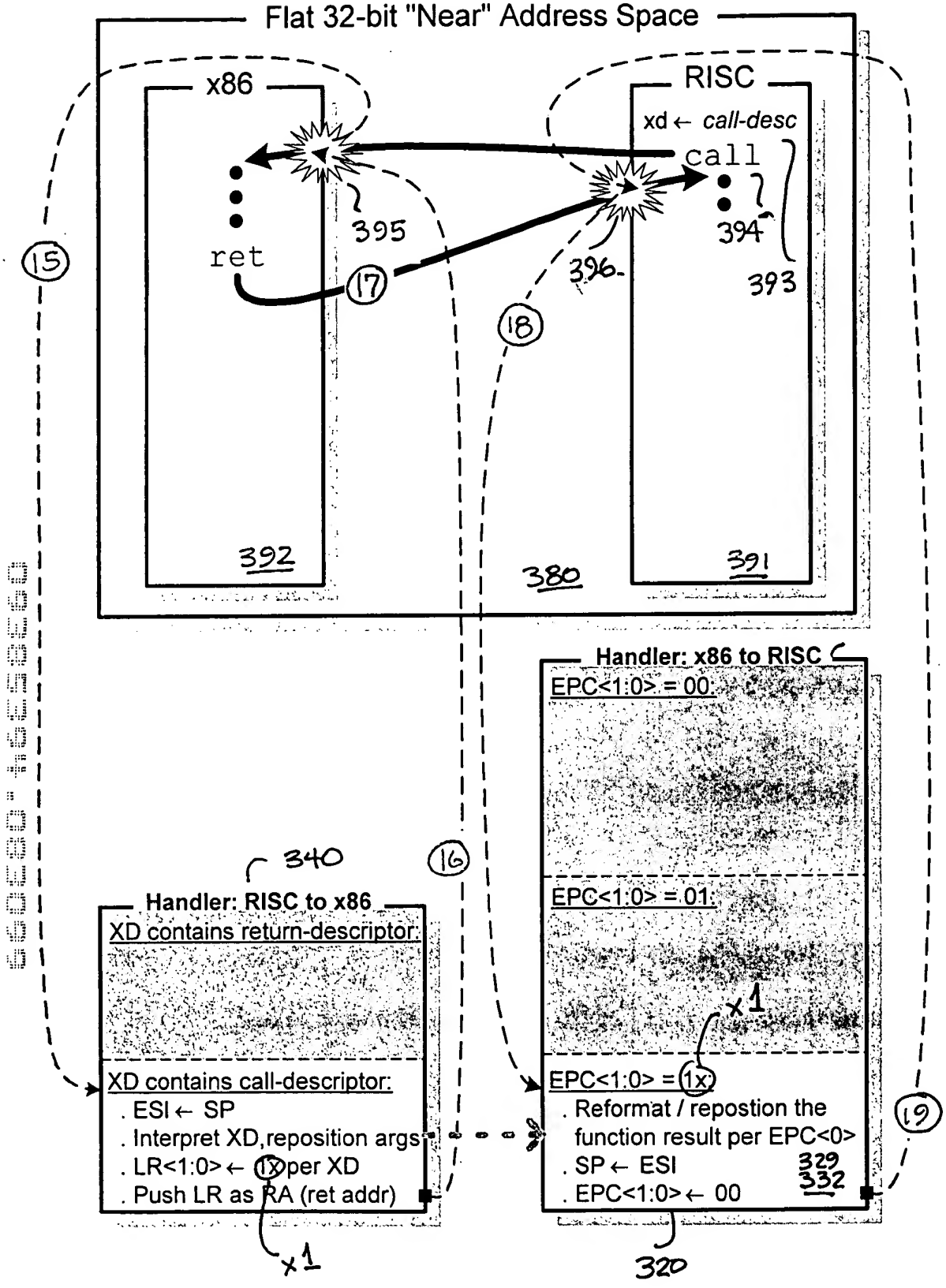
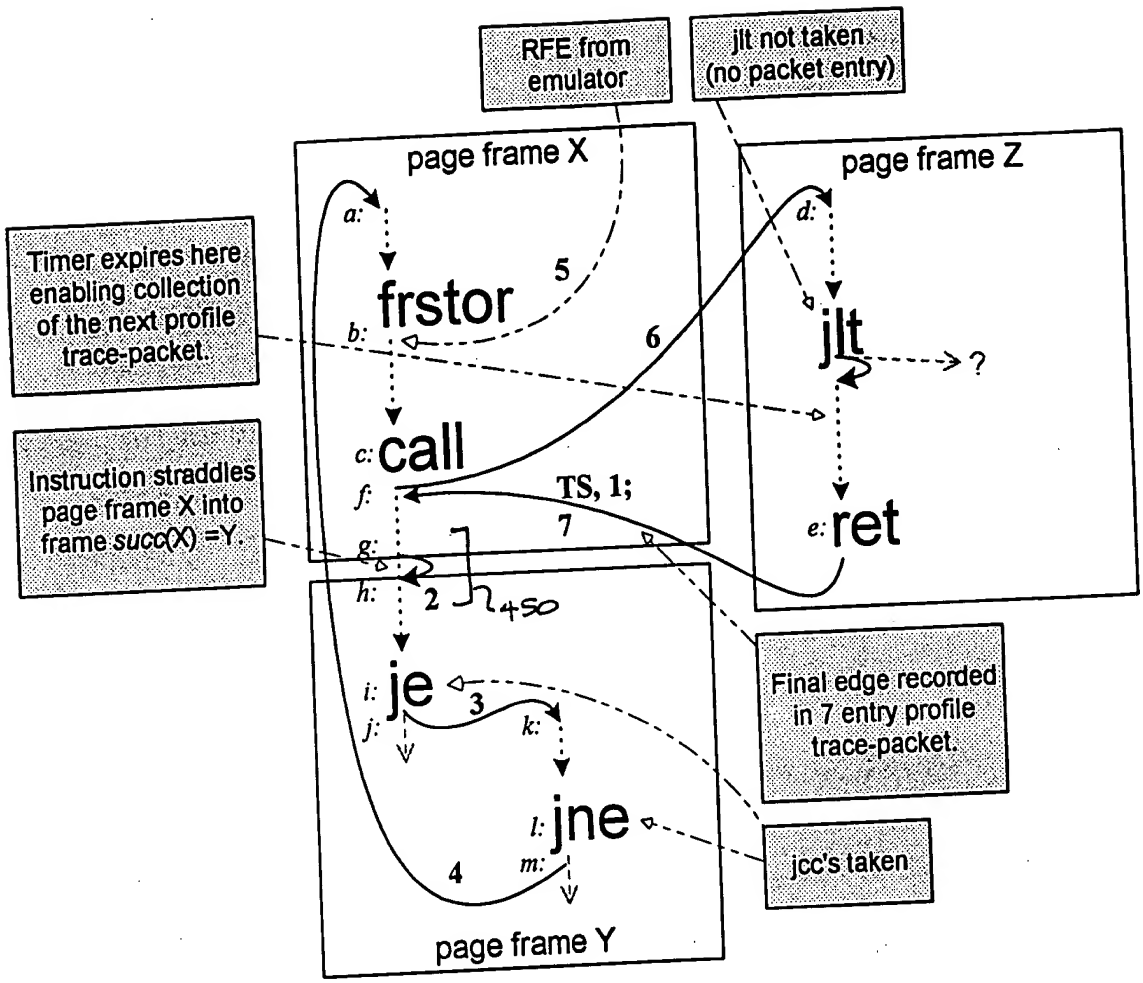

Flat 32-bit "Near" Address Space
x86
RISC
xd ← call-desc
call
ret
395
394
396
393
15
17
18
392
380
391
Handler: x86 to RISC
EPC<1:0> = 00:
340
16
Handler: RISC to x86
XD contains return-descriptor:
EPC<1:0> = 01:
x1
XD contains call-descriptor:
. ESI ← SP
. Interpret XD,reposition args
. LR<1:0> ← 1x per XD
. Push LR as RA (ret addr)
EPC<1:0> = 1x
. Reformat / repostion the function result per EPC<0>
. SP ← ESI
. EPC<1:0> ← 00
329
332
19
x1
320

Fig. 30



7 entry trace packet

420

Entry	Event Code	Done Addr	Next Addr	
	64 bit time stamp			
1	ret	x86 context	*phys X:f*	~430
2	new page	*phys Y:g*	*phys Y:h*	~440, 454
3	jcc forward	*phys Y:i*	*phys Y:k*	~440
4	jnz backward	*phys Y:l*	*phys X:a*	~440
5	seq; env change	x86 context	*phys X:b*	~430
6	ip-rel near call	*phys X:c*	*phys Z:d*	~440
7	near ret	*phys Z:e*	*phys X:f*	~440

Fig. 42

Source	Code 402	Event	Reuse event code	Profileable event	Initiate packet	Probeable event	Probe event bit - ITLB probe attribute or Emulator probe
RFE (Context_at_Point entry)	0.0000	Default (x86 transparent) event, reuse all converter values	yes	no	no	no	reuse event code
	0.0001	Simple x86 instruction completion (reuse event code)	yes				
	0.0010	Probe exception failed	yes				
	0.0011	Probe exception failed, reload probe timer	yes				
	0.0100	flush event	no	no	no	no	-
	0.0101	Sequential; execution environment changed - force event	no	yes	no	no	-
	0.0110	Far RET	no	yes	yes	no	-
	0.0111	IRET	no	yes	no	no	-
	0.1000	Far CALL	no	yes	yes	yes	Far call
	0.1001	Far JMP	no	yes	yes	no	-
	0.1010	Special; emulator execution, supply extra instruction data[a]	no	yes	no	no	-
	0.1011	Abort profile collection	no	no	no	no	-
	0.1100	x86 synchronous/asynchronous interrupt w/probe (GRP 0)	no	yes	yes	yes	Emulator probe
	0.1101	x86 synchronous/asynchronous interrupt (GRP 0)	no	yes	yes	no	-
	0.1110	x86 synchronous/asynchronous interrupt w/probe (GRP 1)	no	yes	yes	yes	Emulator probe
	0.1111	x86 synchronous/asynchronous interrupt (GRP 1)	no	yes	yes	no	-
Converter (Near_Edge entry)	1.0000	IP-relative JNZ forward (opcode: 75, 0F 85)	no	yes	yes	no	-
	1.0001	IP-relative JNZ backward (opcode: 75, 0F 85)	no	yes	yes	yes	Jnz
	1.0010	IP-relative conditional jump forward - (Jcc, Jcxz, loop)	no	yes	yes	no	-
	1.0011	IP-relative conditional jump backward - (Jcc, Jcxz, loop)	no	yes	yes	yes	Cond jump
	1.0100	IP-relative, near JMP forward (opcode: E9, EB)	no	yes	yes	no	-
	1.0101	IP-relative, near JMP backward (opcode: E9, EB)	no	yes	yes	yes	Near jump
	1.0110	RET/ RET imm16 (opcode C3, C2 /w)	no	yes	yes	no	-
	1.0111	IP-relative, near CALL (opcode: E8)	no	yes	yes	yes	Near call
	1.1000	REPE/REPNE CMPS/SCAS (opcode: A6, A7, AE, AF)	no	yes	no	no	-
	1.1001	REP MOVS/STOS/LDOS (opcode: A4, A5, AA, AB, AC, AD)	no	yes	no	no	-
	1.1010	Indirect near JMP (opcode: FF /4)	no	yes	yes	no	-
	1.1011	Indirect near CALL (opcode: FF /2)	no	yes	yes	yes	Near call
	1.1100	load from I/O memory (TLB.asi != 0) { *not used in T1* }	no	yes	no	no	-
	1.1101	available for expansion	no	no	no	no	
	1.1110	Default converter event; sequential 406	no	no	no	no	-
	1.1111	New page (instruction ends on last byte of a page frame or straddles across a page frame boundary) 408	no	yes	no	no	-

a. Used by emulator for new x86 opcodes. Extra information supplied in *Taxi_Control.special_opcode* bits.

Fig. 4b

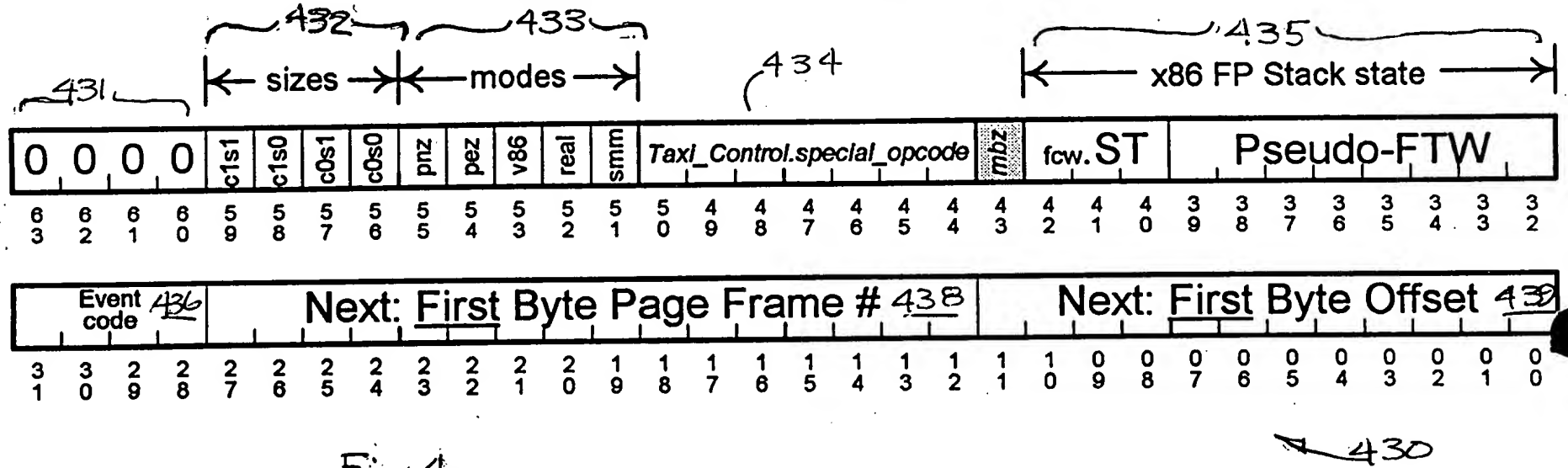


Fig. 4c, *Context_At_Point profile trace-packet entry*

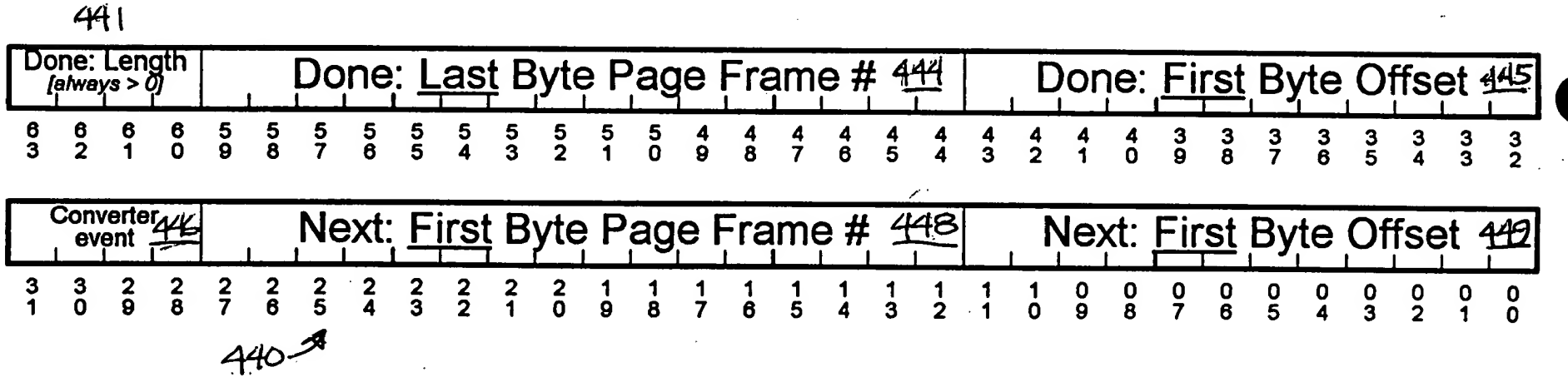


Fig. 4d *Near_Edge profile trace-packet entry*

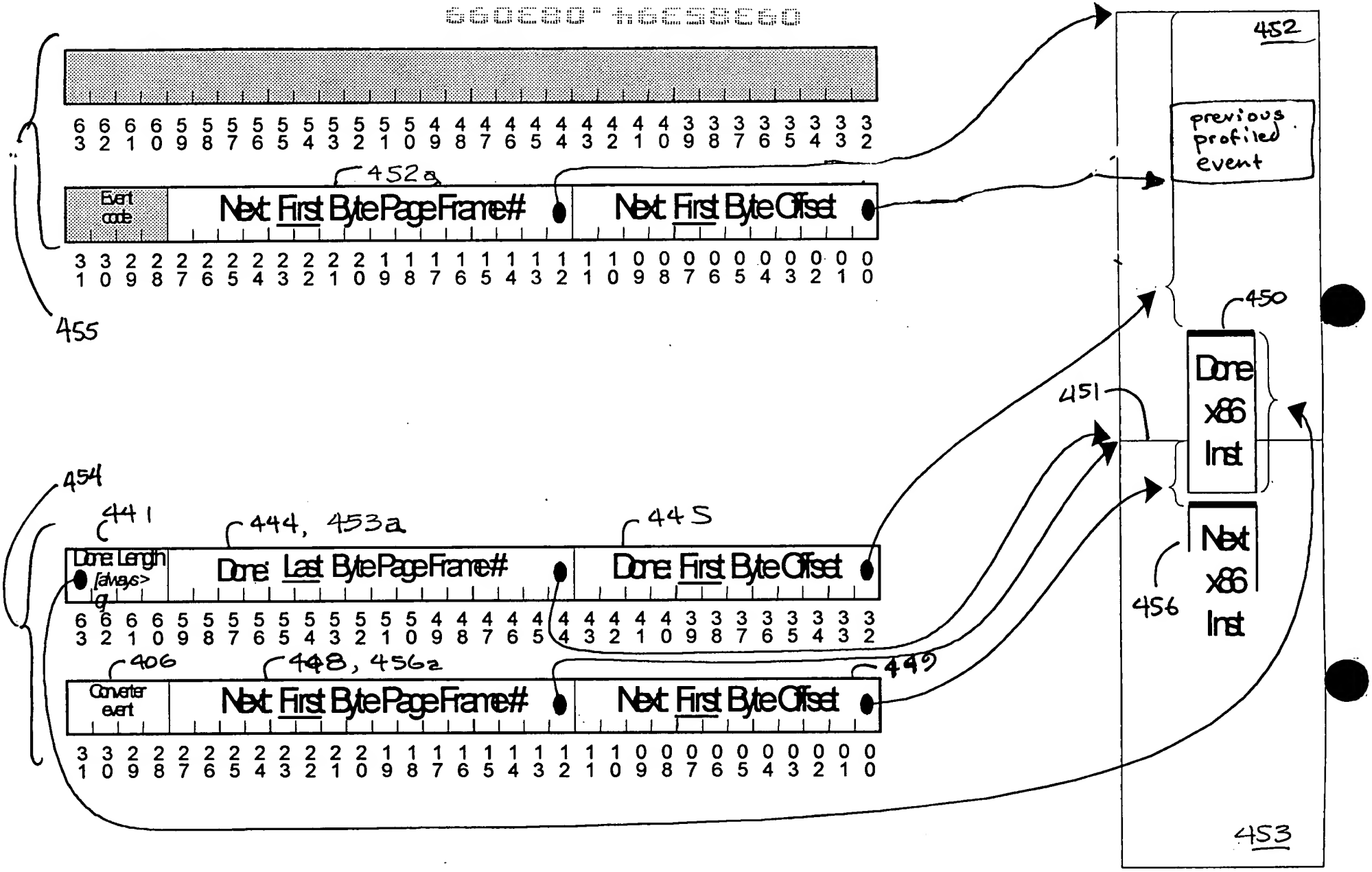

452
previous profiled event
452a
Event code
Next First Byte Page Frame#
Next First Byte Offset
455
450
Done x86 Inst
451
454
441
444, 453a
445
Done: Length (always> 8
Done: Last Byte Page Frame#
Done: First Byte Offset
406
448, 456a
449
Converter event
Next First Byte Page Frame#
Next First Byte Offset
456
Next x86 Inst
453

Fig 4e

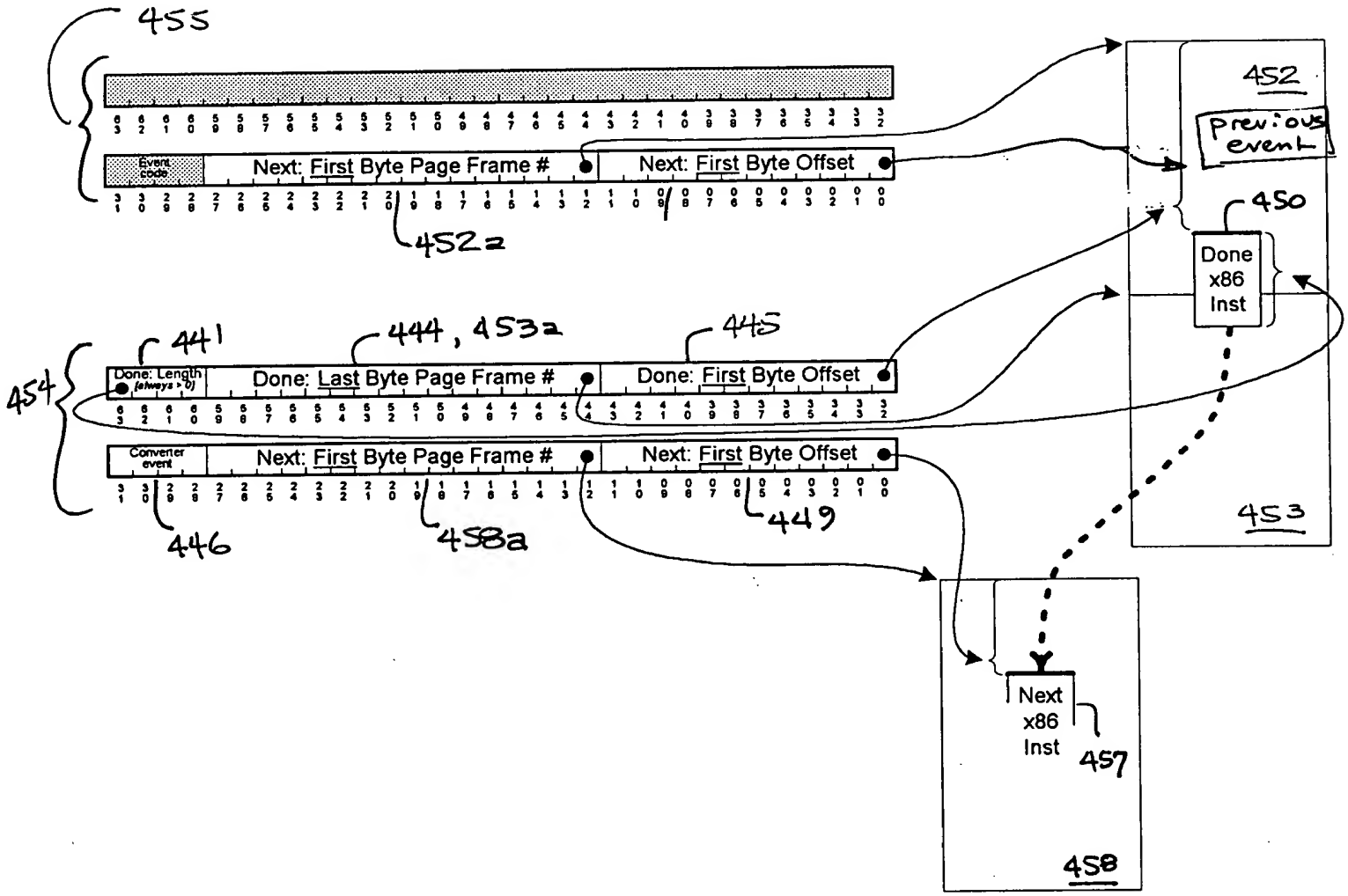

455
Event code
Next: First Byte Page Frame #
Next: First Byte Offset
452a
452
Previous event
450
Done x86 Inst
453
454
441
444, 453a
445
Done: Length (always > 0)
Done: Last Byte Page Frame #
Done: First Byte Offset
Converter event
Next: First Byte Page Frame #
Next: First Byte Offset
446
458a
449
Next x86 Inst
457
458

Fig. 4f

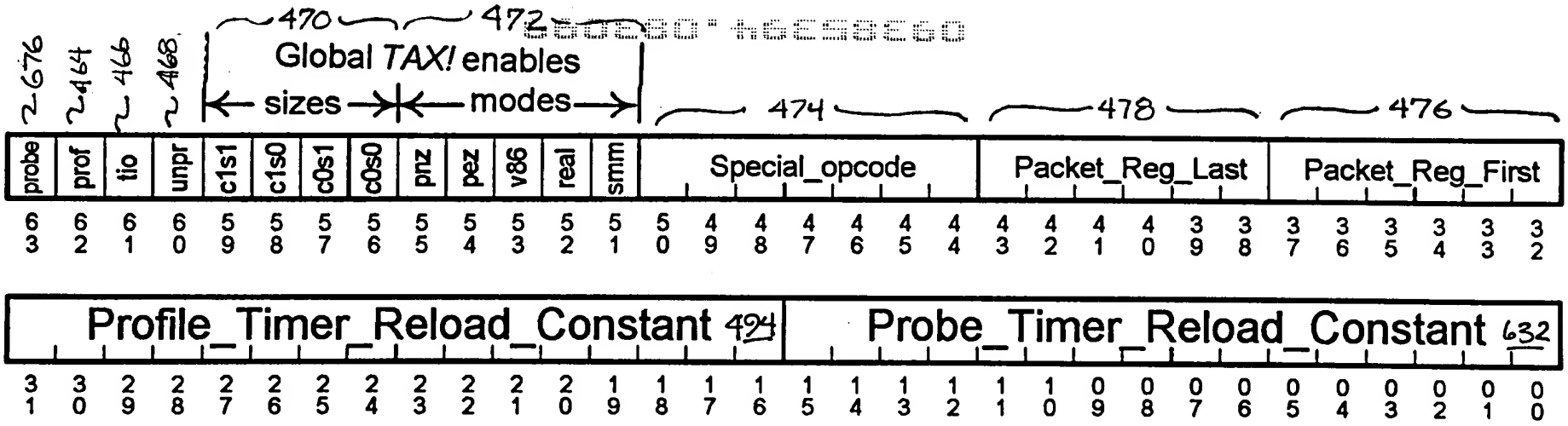


Fig. 4g *Taxi_Control processor register* 460

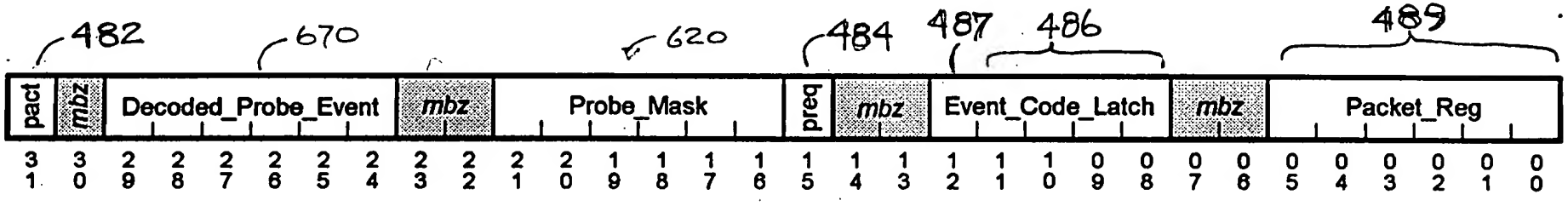


Fig. 4h *Taxi_State processor register*

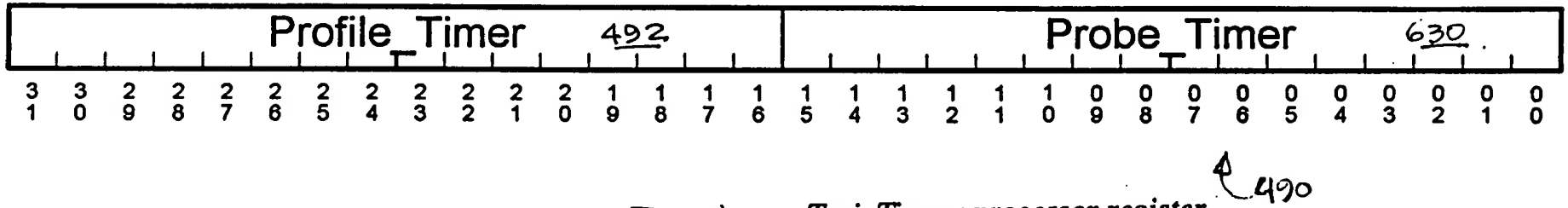


Fig. 4i *Taxi_Timers processor register*

<u>Events</u>

pe_{init} = "initiate packet" profile event 418

$pe_{\overline{init}}$ = non-"initiate packet" profile event

pe = any profile event 416

te = timer expiry

ap = abort packet

<u>State Variables</u>

PR = *Profile_Request* flag 484

PA = *Profile_Active* flag 482

<u>Rules</u>

te event ⇒
  PR ← 1

PR & $\overline{PA}$ & pe_{init} ⇒
  PR ← 0
  PA ← 1
  Init Packet_Reg
  Save timestamp
  Log event (CAP)
  Full packet? / Packet_Reg++

PA & pe ⇒
  Log event (CAP or NE)
  Full packet? / Packet_Reg++

full packet ⇒
  PA ← 0
  Profile exception

ap event ⇒
  PA ← 0

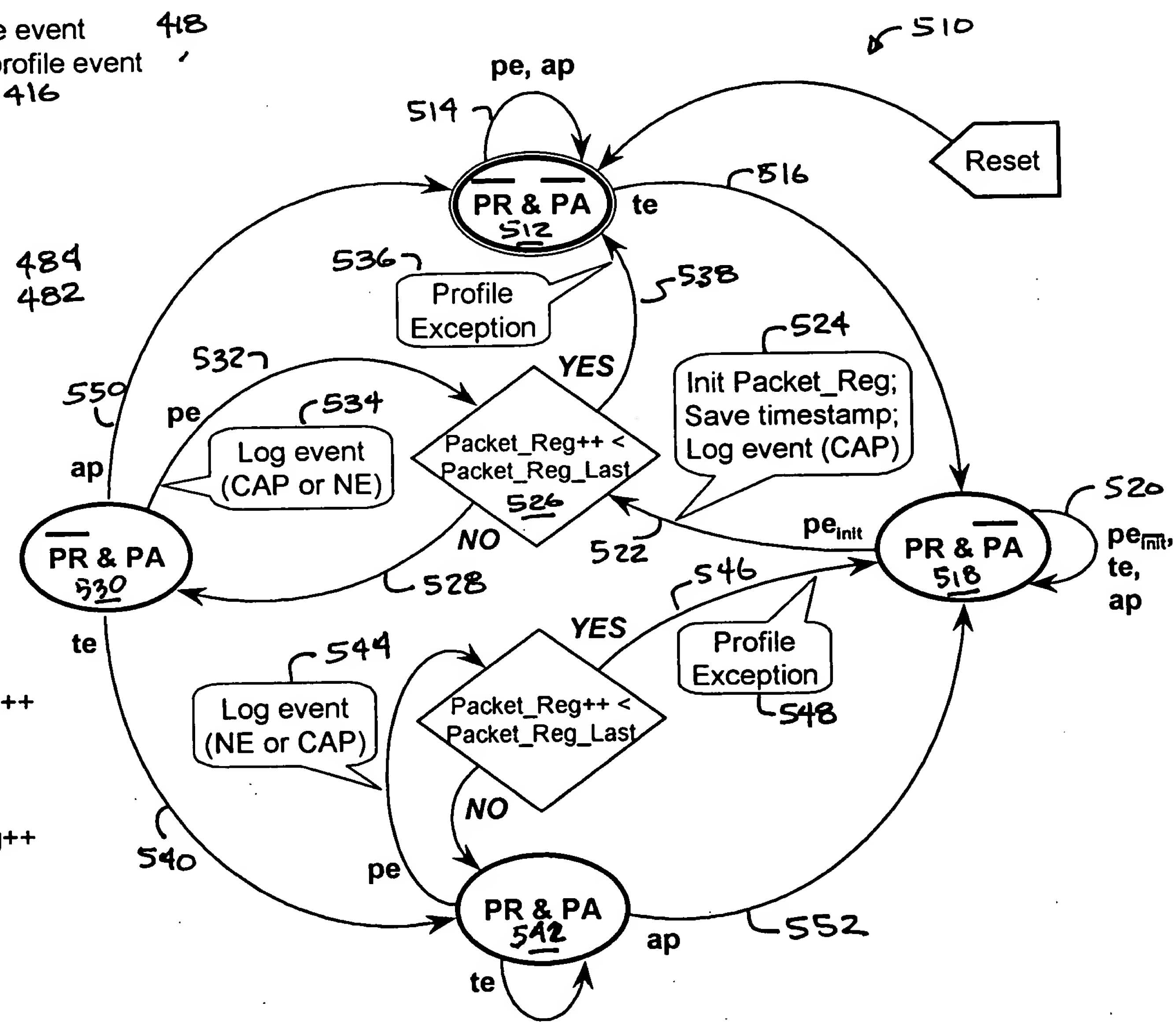


Fig. 5a

taxi profile entry generation

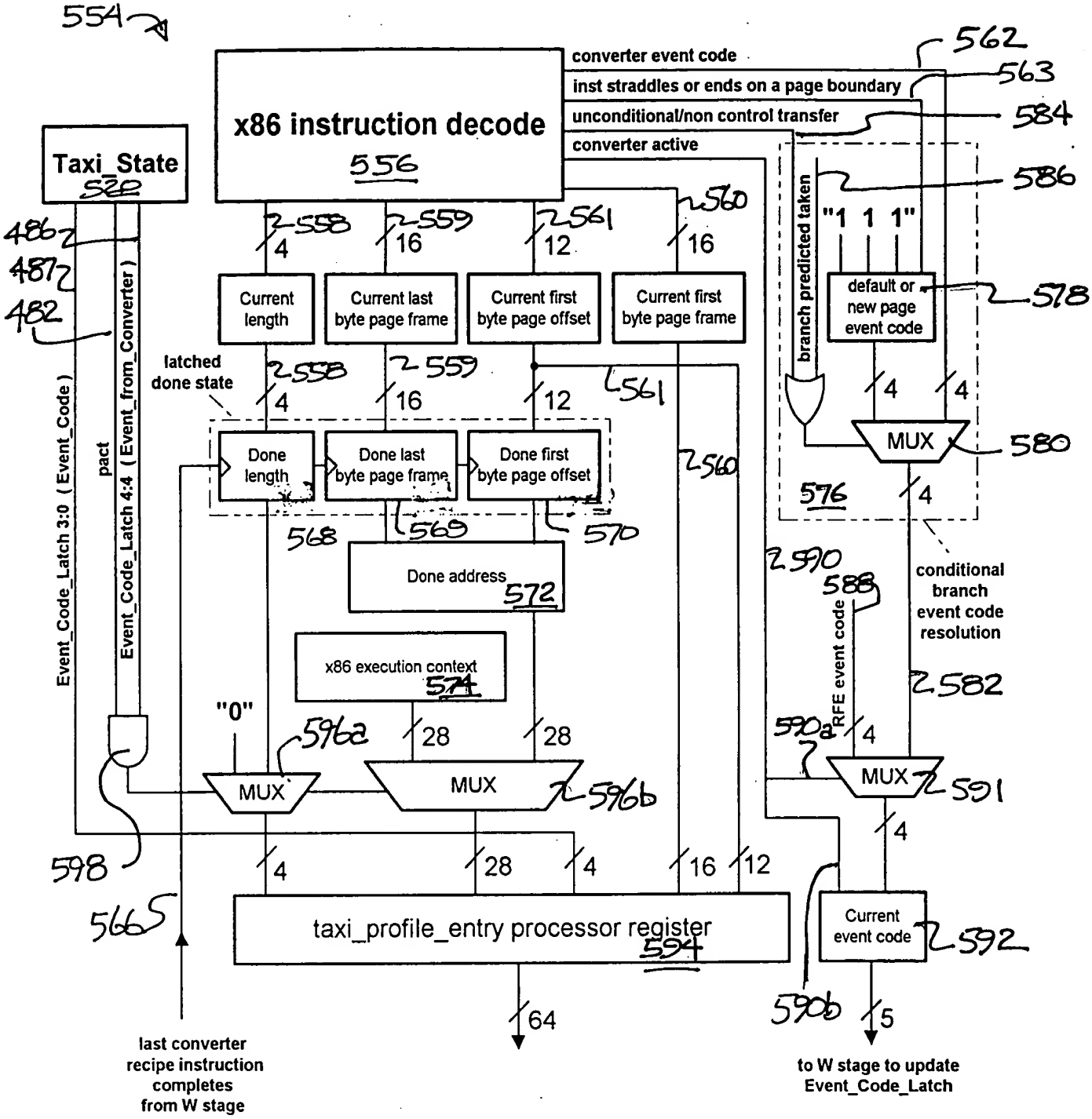


Fig. 5b

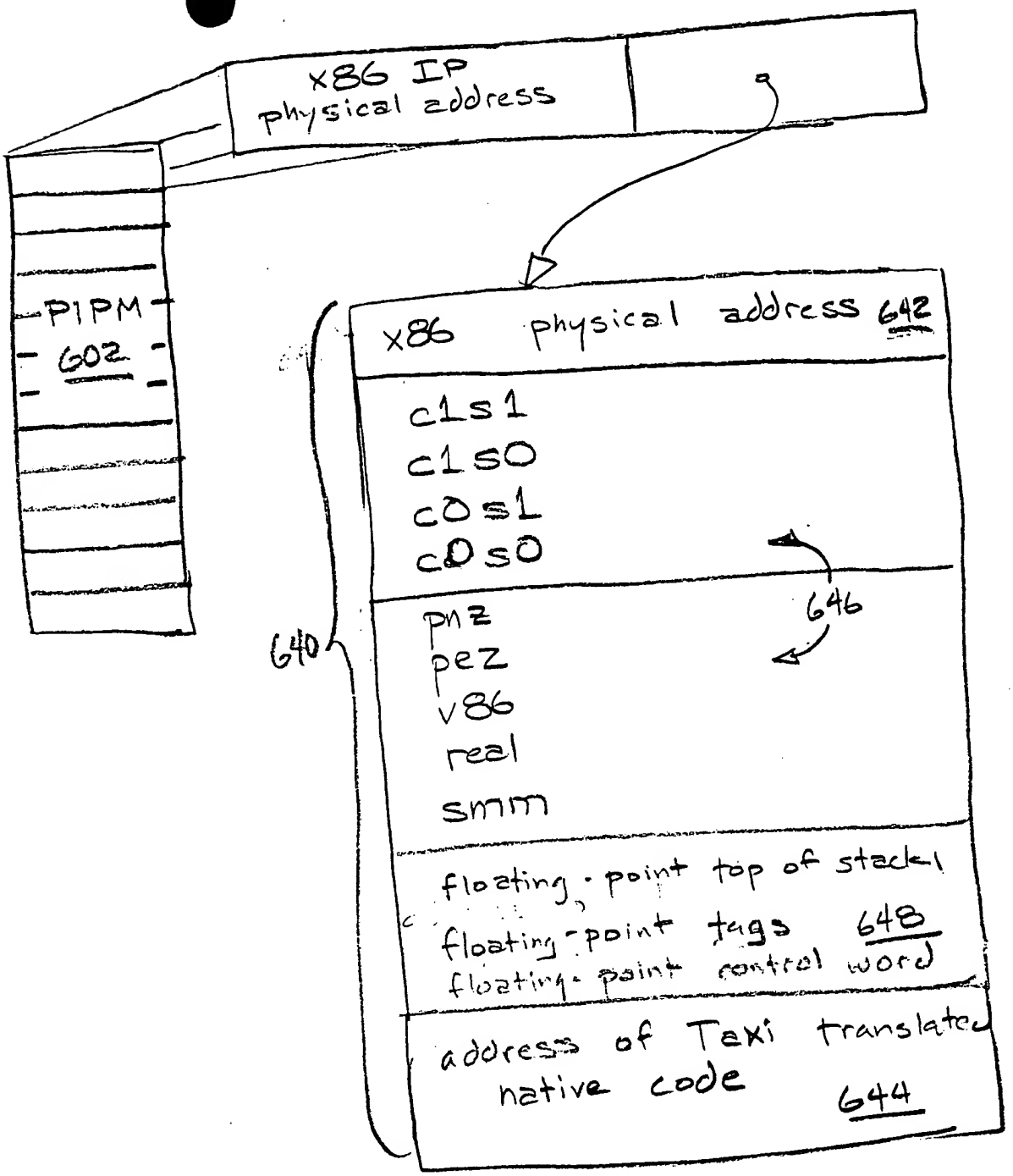

x86 IP
physical address
PIPM
602
x86 physical address 642
c1s1
c1s0
c0s1
c0s0
646
640
pnz
pez
v86
real
smm
floating-point top of stack
floating-point tags 648
floating-point control word
address of Texi translated
native code
644

Fig. 6a

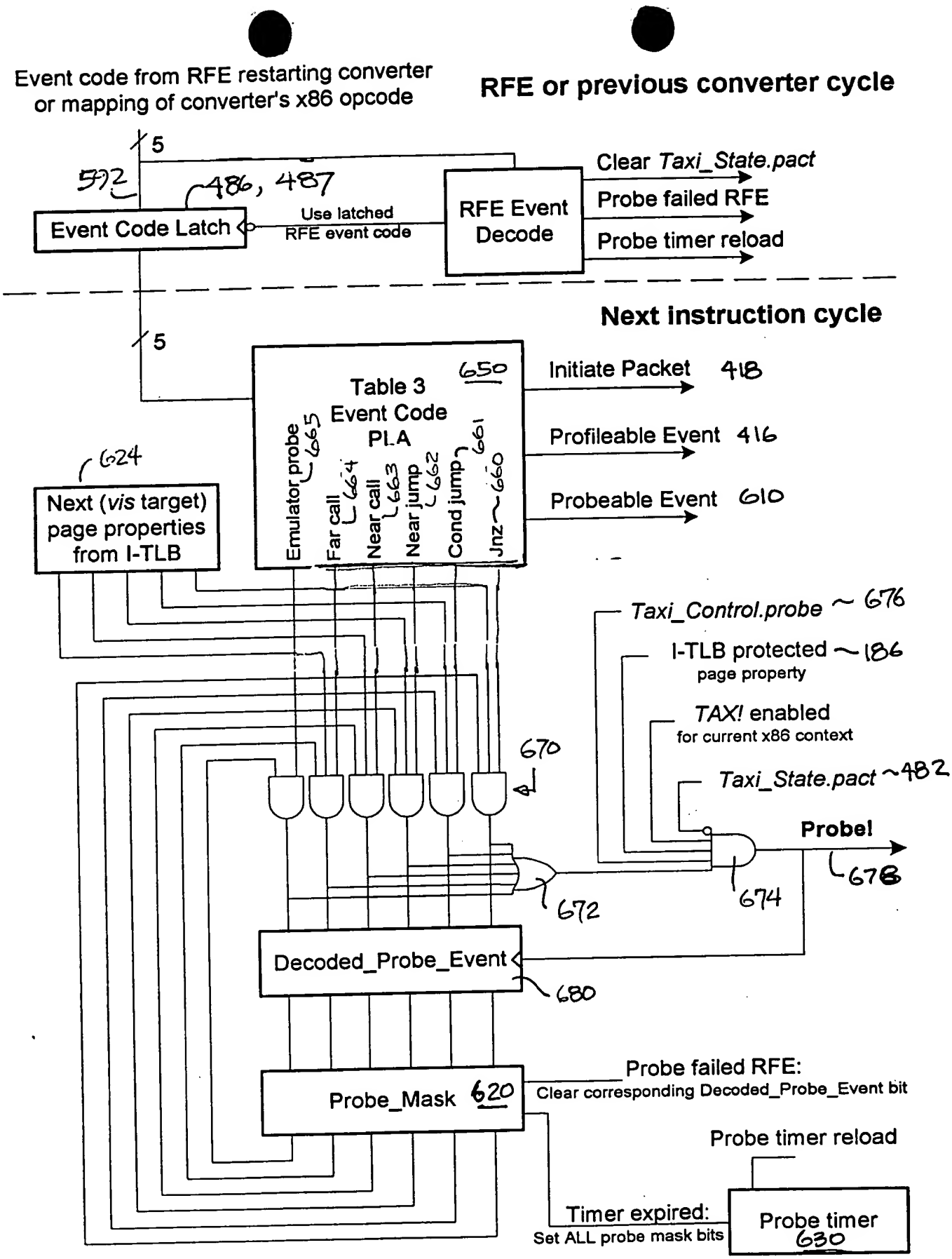

Event code from RFE restarting converter or mapping of converter's x86 opcode
RFE or previous converter cycle
5
572
486, 487
Event Code Latch
Use latched RFE event code
RFE Event Decode
Clear Taxi_State.pact
Probe failed RFE
Probe timer reload
Next instruction cycle
5
650
Table 3 Event Code PLA
Emulator probe 665
Far call 664
Near call 663
Near jump 662
Cond jump 661
Jnz 660
Initiate Packet 418
Profileable Event 416
Probeable Event 610
624
Next (vis target) page properties from I-TLB
Taxi_Control.probe 676
I-TLB protected 186
page property
TAXI enabled
for current x86 context
Taxi_State.pact 482
670
Probe!
678
672
674
Decoded_Probe_Event
680
Probe_Mask 620
Probe failed RFE:
Clear corresponding Decoded_Probe_Event bit
Probe timer reload
Timer expired:
Set ALL probe mask bits
Probe timer 630

Fig. 6b

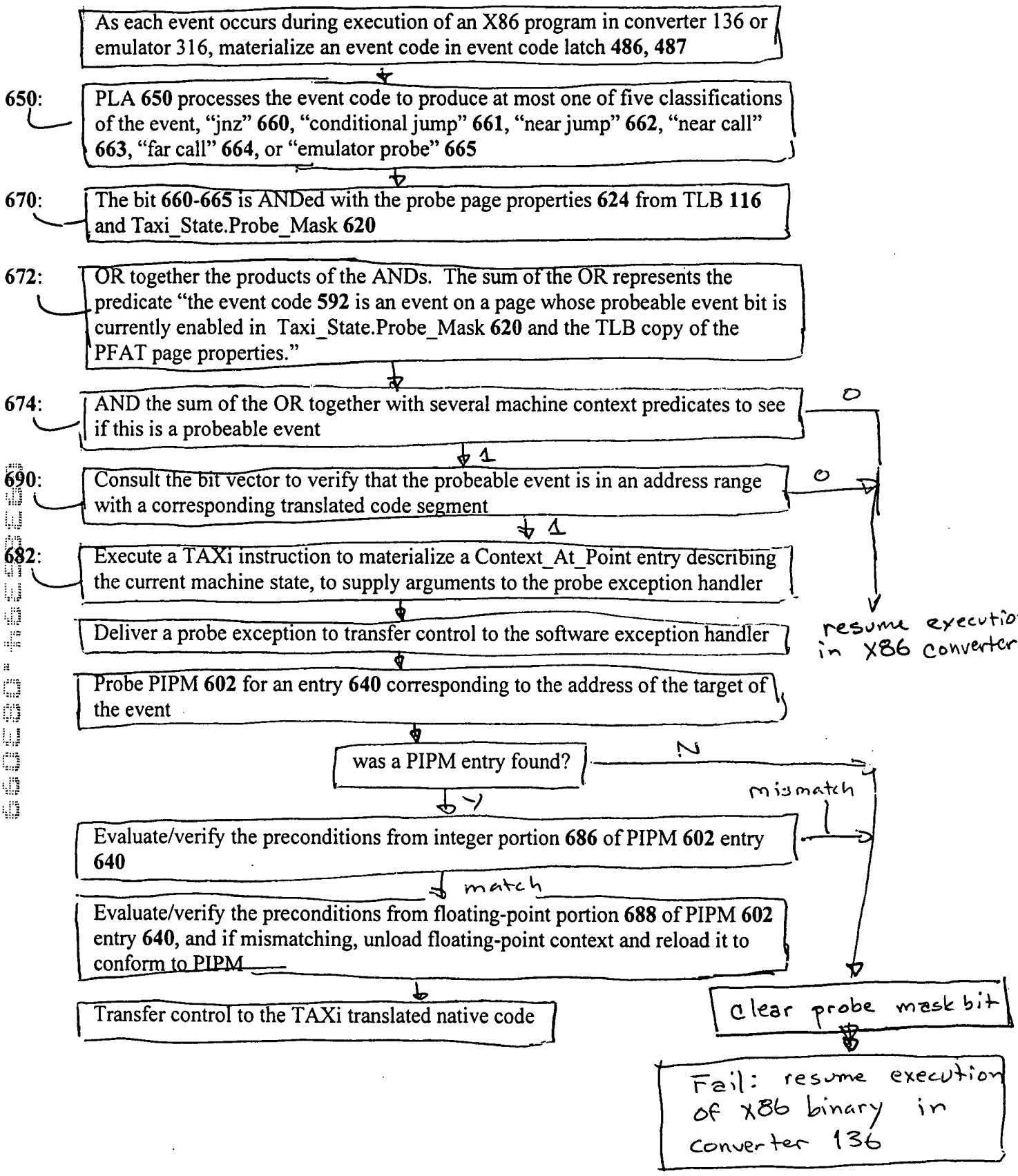
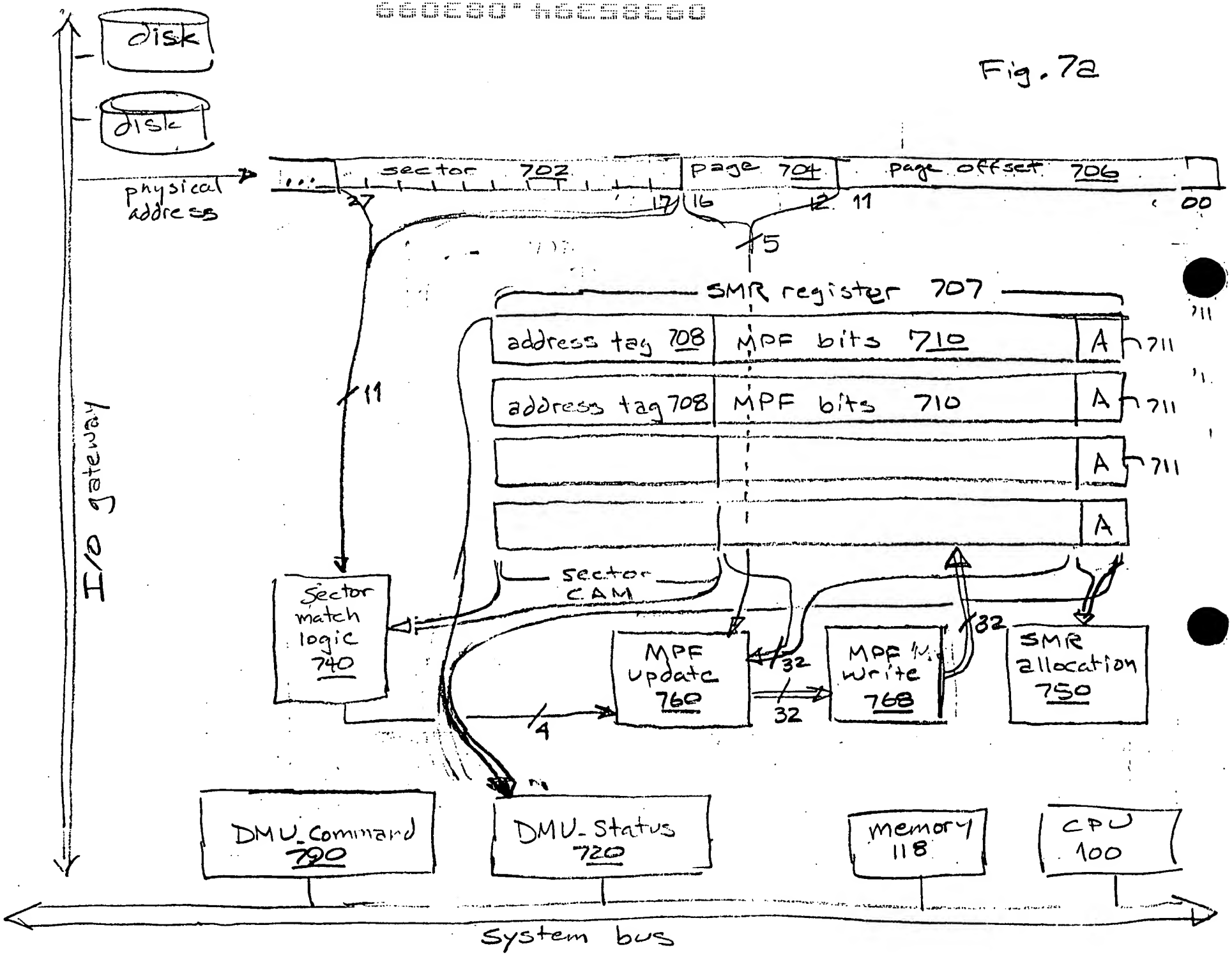

As each event occurs during execution of an X86 program in converter 136 or emulator 316, materialize an event code in event code latch 486, 487
650:
PLA 650 processes the event code to produce at most one of five classifications of the event, "jnz" 660, "conditional jump" 661, "near jump" 662, "near call" 663, "far call" 664, or "emulator probe" 665
670:
The bit 660-665 is ANDed with the probe page properties 624 from TLB 116 and Taxi_State.Probe_Mask 620
672:
OR together the products of the ANDs. The sum of the OR represents the predicate "the event code 592 is an event on a page whose probeable event bit is currently enabled in Taxi_State.Probe_Mask 620 and the TLB copy of the PFAT page properties."
674:
AND the sum of the OR together with several machine context predicates to see if this is a probeable event
0
1
690:
Consult the bit vector to verify that the probeable event is in an address range with a corresponding translated code segment
0
1
682:
Execute a TAXi instruction to materialize a Context_At_Point entry describing the current machine state, to supply arguments to the probe exception handler
Deliver a probe exception to transfer control to the software exception handler
resume execution in X86 converter
Probe PIPM 602 for an entry 640 corresponding to the address of the target of the event
was a PIPM entry found?
N
Y
mismatch
Evaluate/verify the preconditions from integer portion 686 of PIPM 602 entry 640
match
Evaluate/verify the preconditions from floating-point portion 688 of PIPM 602 entry 640, and if mismatching, unload floating-point context and reload it to conform to PIPM
Transfer control to the TAXi translated native code
clear probe mask bit
Fail: resume execution of X86 binary in converter 136

Fig. 6c

Fig. 72


disk
disk
physical address
sector 702
page 704
page offset 706
37
17
16
12
11
00
5
SMR register 707
address tag 708
MPF bits 710
A
711
address tag 708
MPF bits 710
A
711
A
711
A
11
I/O gateway
sector CAM
Sector match logic 740
MPF update 760
32
32
MPF write 768
32
SMR allocation 750
4
DMU_Command 720
DMU_Status 720
memory 118
CPU 100
System bus

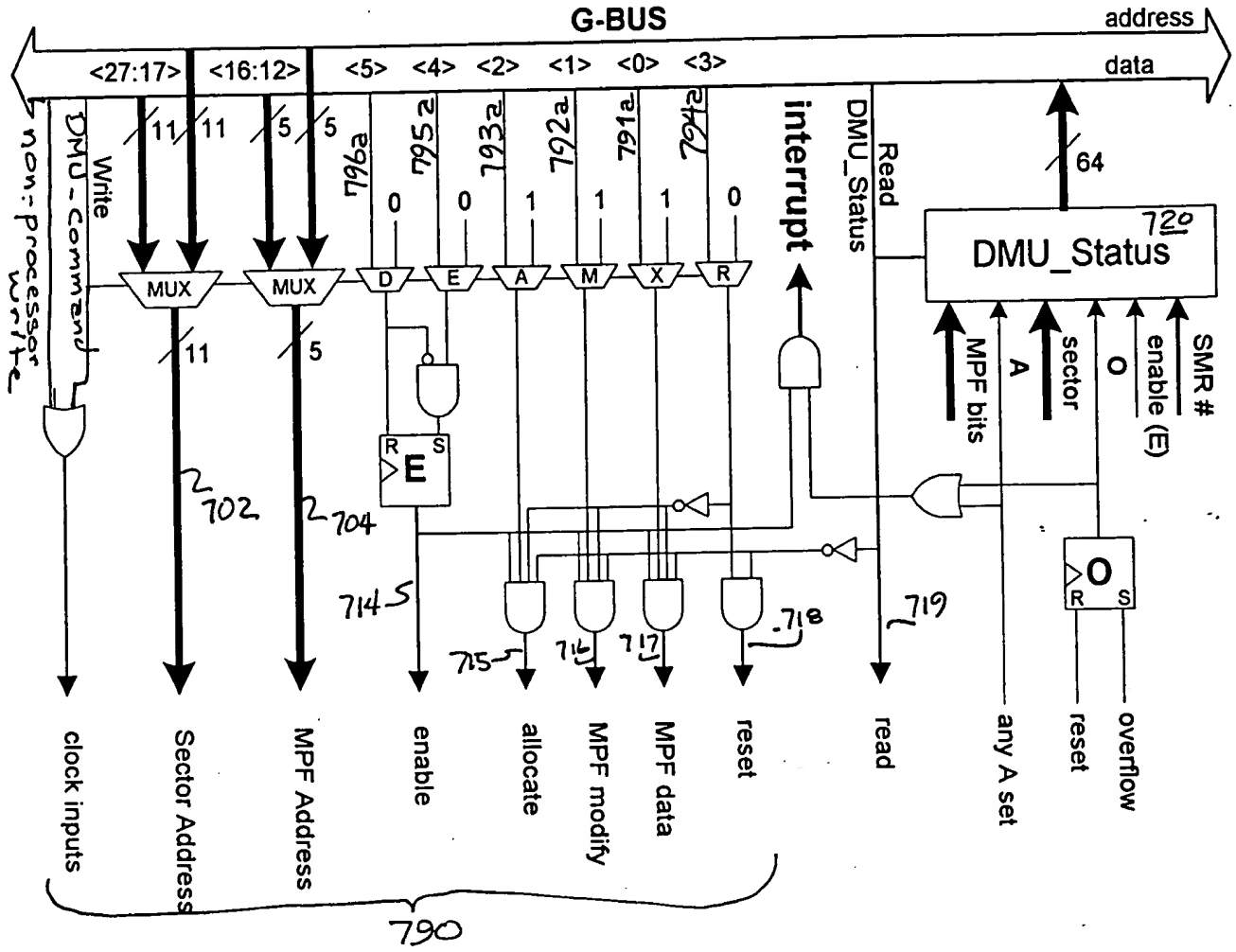


FIGURE 7b *DMU interface*

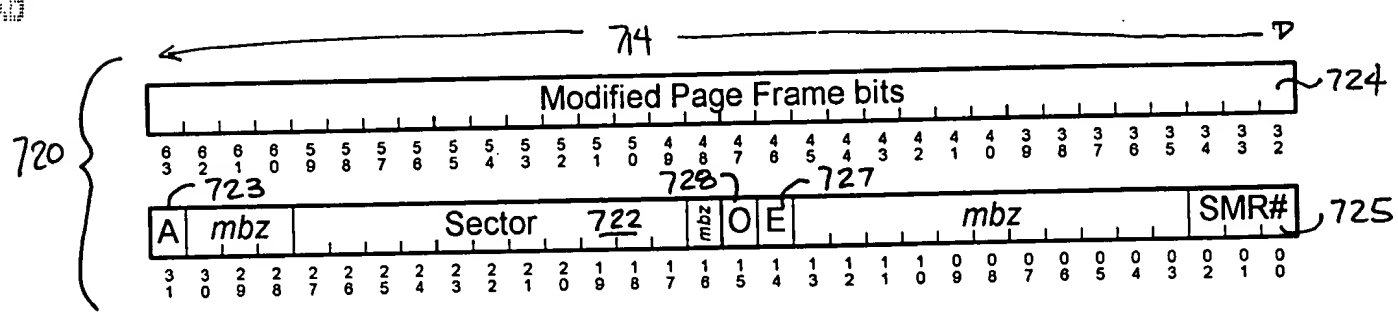


FIGURE 7c *The 64-bit DMU Status register*

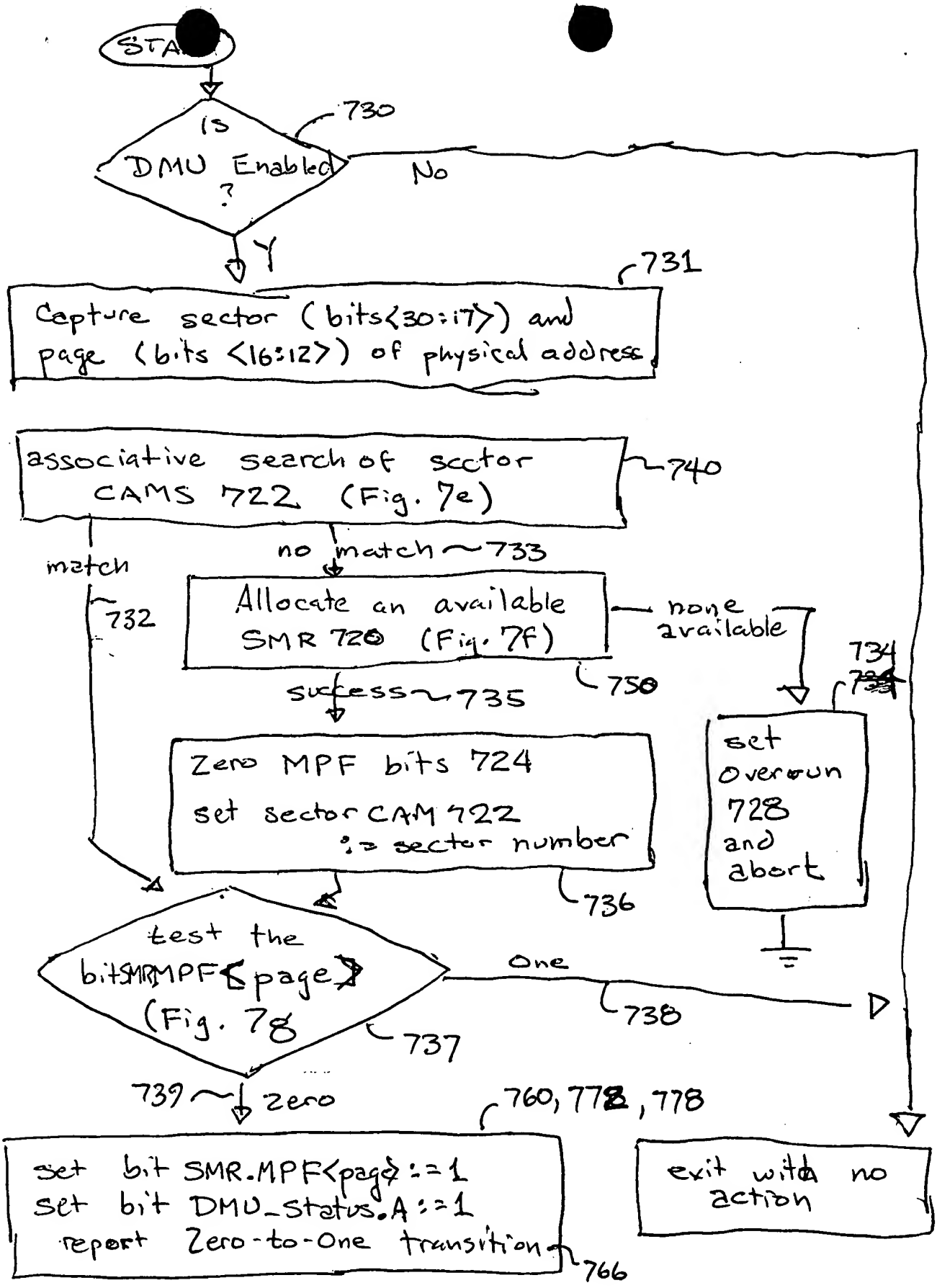

START
Is DMU Enabled ?
730
No
Y
731
Capture sector (bits<30:17>) and page (bits <16:12>) of physical address
associative search of sector CAMS 722 (Fig. 7e)
740
match
732
no match
733
Allocate an available SMR 720 (Fig. 7f)
none available
750
734
sucfess
735
Zero MPF bits 724
set sector CAM 722 := sector number
736
set Overrun 728 and abort
test the bitSMRMPF<page> (Fig. 78
737
One
738
739
zero
760, 778, 778
set bit SMR.MPF<page> := 1
set bit DMU_Status.A := 1
report Zero-to-One transition
766
exit with no action

Fig. 7d

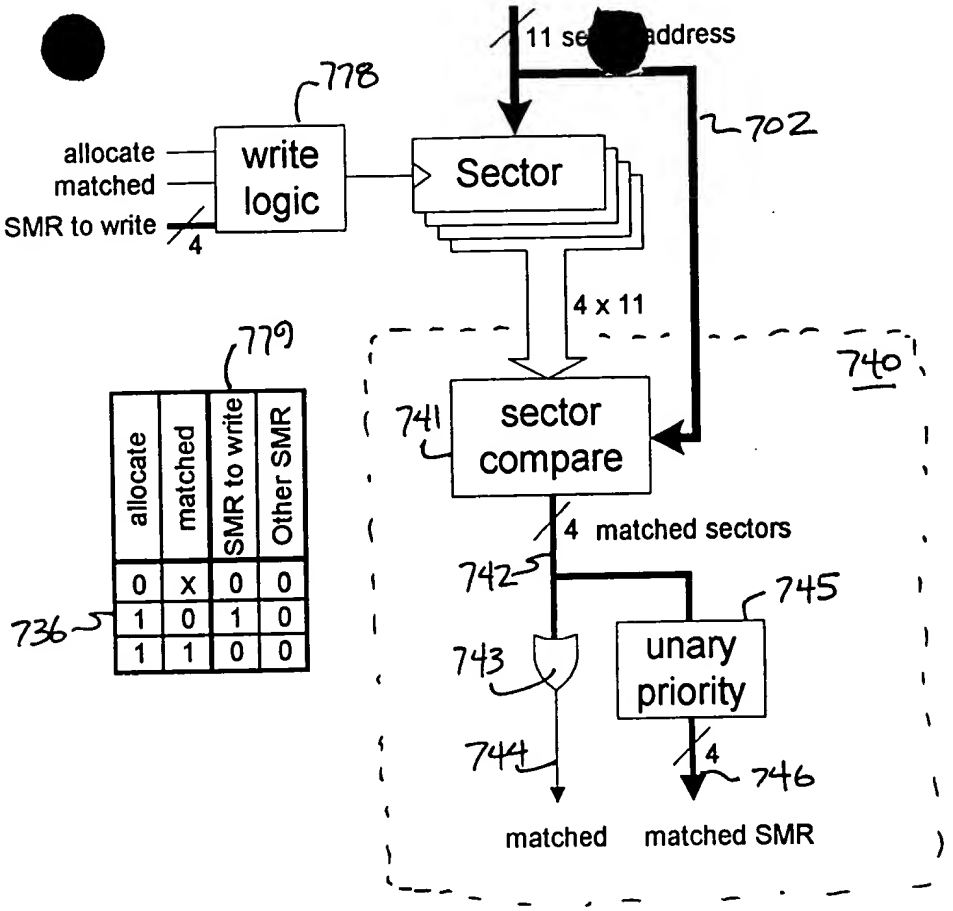
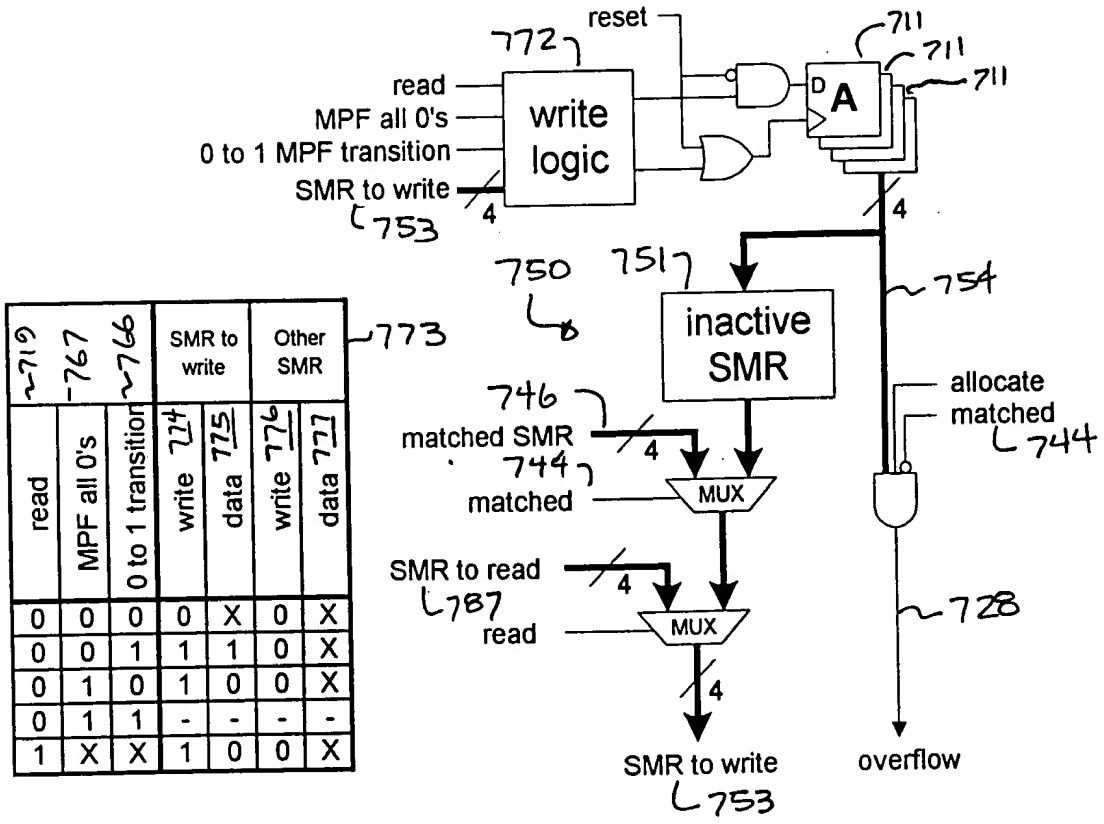


FIGURE 7e *Sector match logic*



719 read	767 MPF all 0's	766 0 to 1 transition	SMR to write: write 774	SMR to write: data 775	Other SMR: write 776	Other SMR: data 777
0	0	0	0	X	0	X
0	0	1	1	1	0	X
0	1	0	1	0	0	X
0	1	1	-	-	-	-
1	X	X	1	0	0	X

773

FIGURE 7f *SMR allocation*

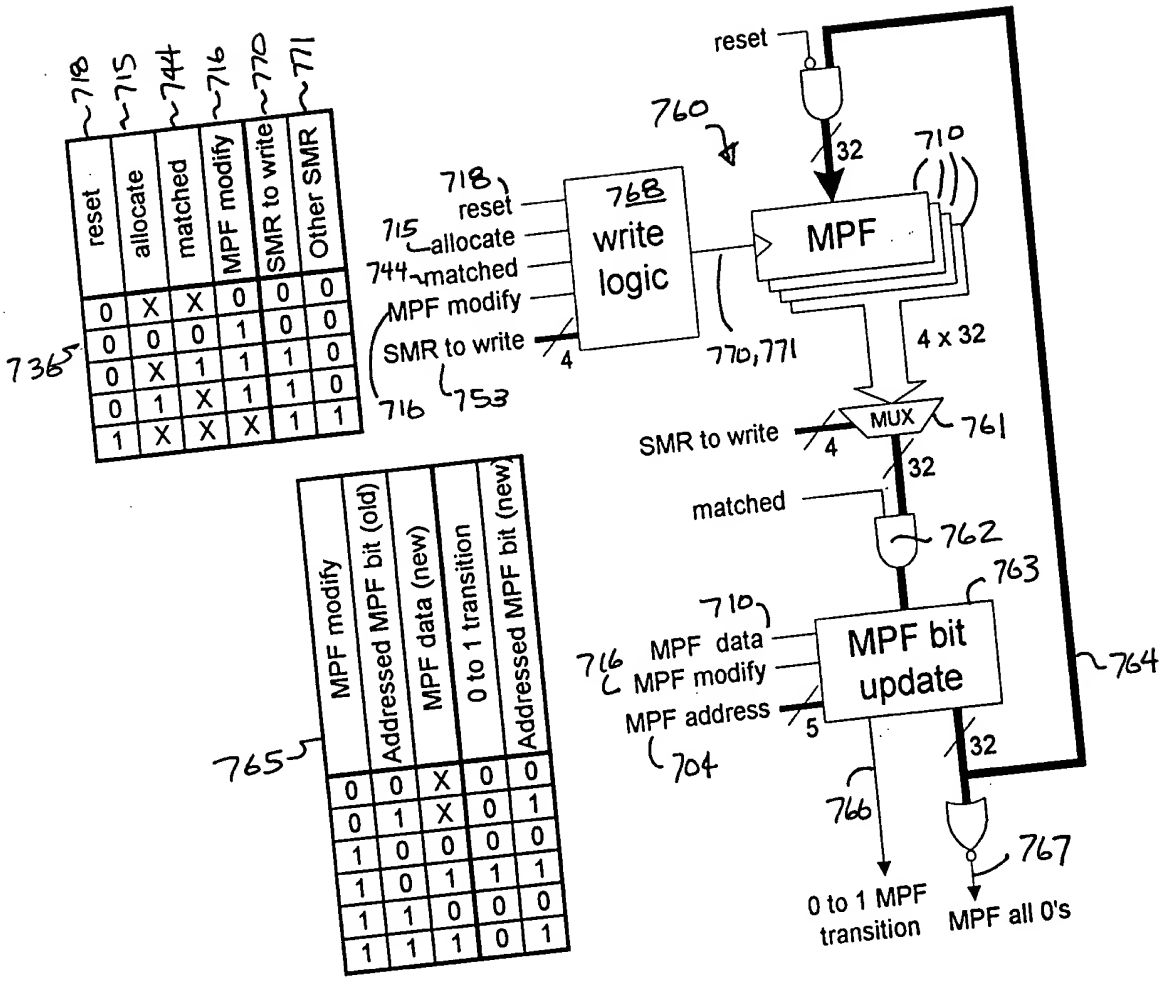


FIGURE 7g *MPF update logic*

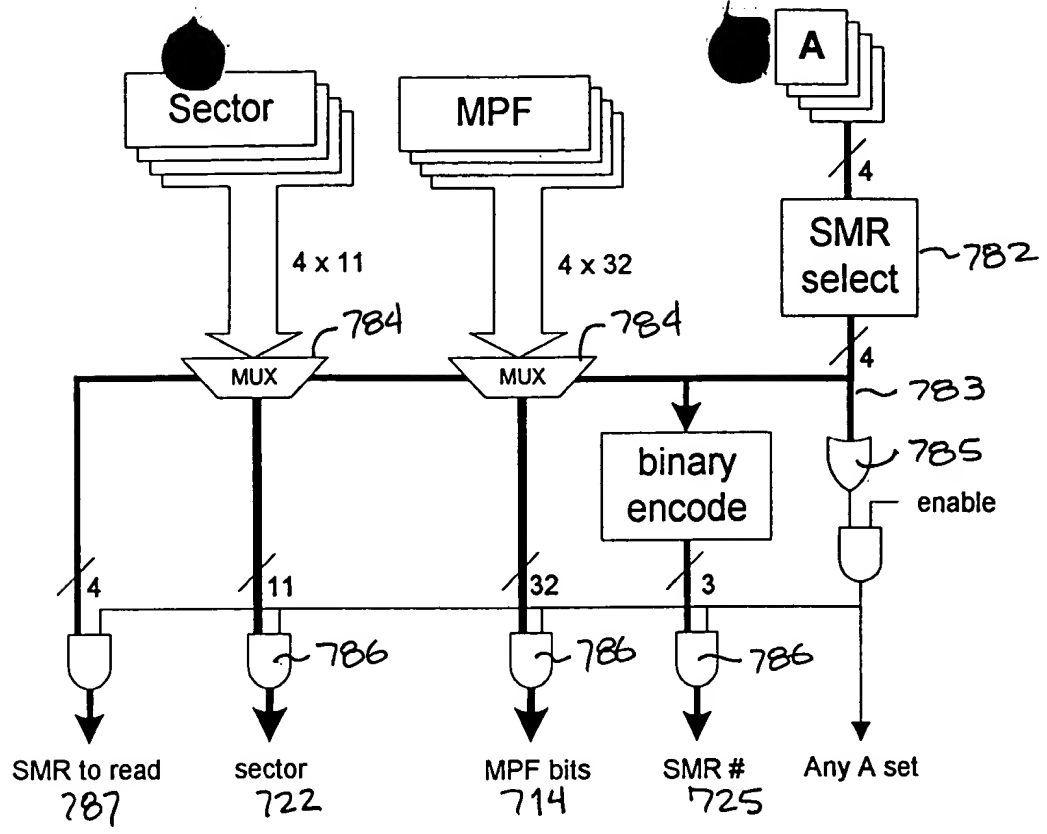


FIGURE 7h *DMU_Status read*

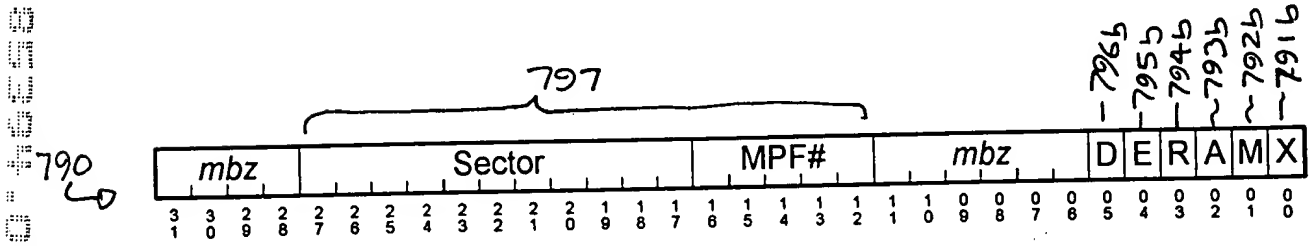
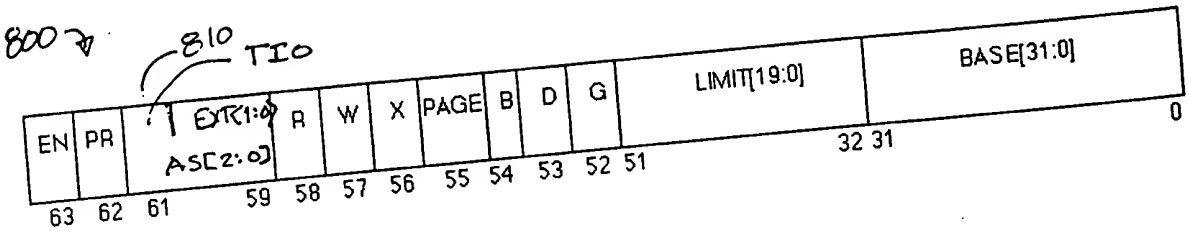


Fig. 7i

Command Bit	Bit Position	Meaning
D	5	Disable monitoring of DMA writes by clearing the DMU Enable flag
E	4	Enable monitoring of DMA writes by setting the DMU Enable flag
R	3	Reset all SMRs: clear all A and MPF bits and clear the DMU Overrun flag
A	2	Allocate an inactive SMR on a failed search
M	1	Allow MPF modifications
X	0	New MPF bit value to record on successful search (or allocation)

Fig. 7j : DMU Commands

M	X	Action
0	-	Inhibit modification of the MPF bit
1	0	Clear the corresponding MPF bit
1	1	Set the corresponding MPF bit



Size	Bit(s)	Name	Function
1	63	SEG.EN	enables segment limit/protection checking
1	62	SEG.PR	chooses which protection bits to use for page table protection - (0 means PSW.UK or 1 means MISC.UK)
3	61:59	SEG.AS	address space (only used when SEG.PAGE is 0)
		SEG.EXT	address space extension (only used when SEG.PAGE is 1)
3	58:56	SEG.RWX	read/write/execute '1' means enabled - all 000 means it's an invalid segment
1	55	SEG.PAGE	enables the paging system -- (translation and checking)
1	54	SEG.B	segment size (1 means 32-bit, 0 means 16-bit)
1	53	SEG.D	segment direction (0 means expand up)
1	52	SEG.G	size of limit (1 means it's in 4k pages)
20	51:32	SEG.LIMIT	segment limit
32	31:0	SEG.BASE	segment base

Fig. 8a

At code generation time:

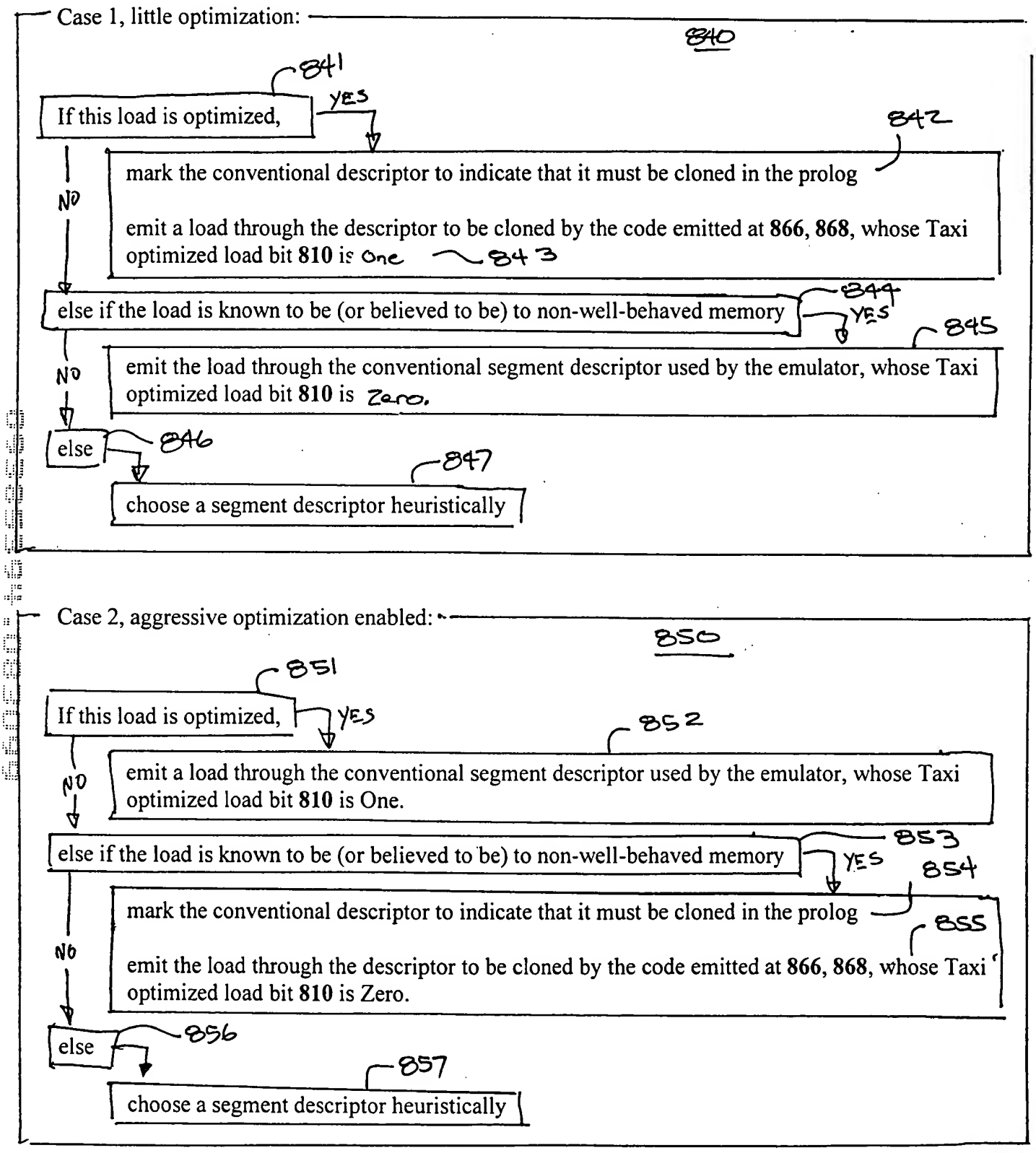


Fig. 8b

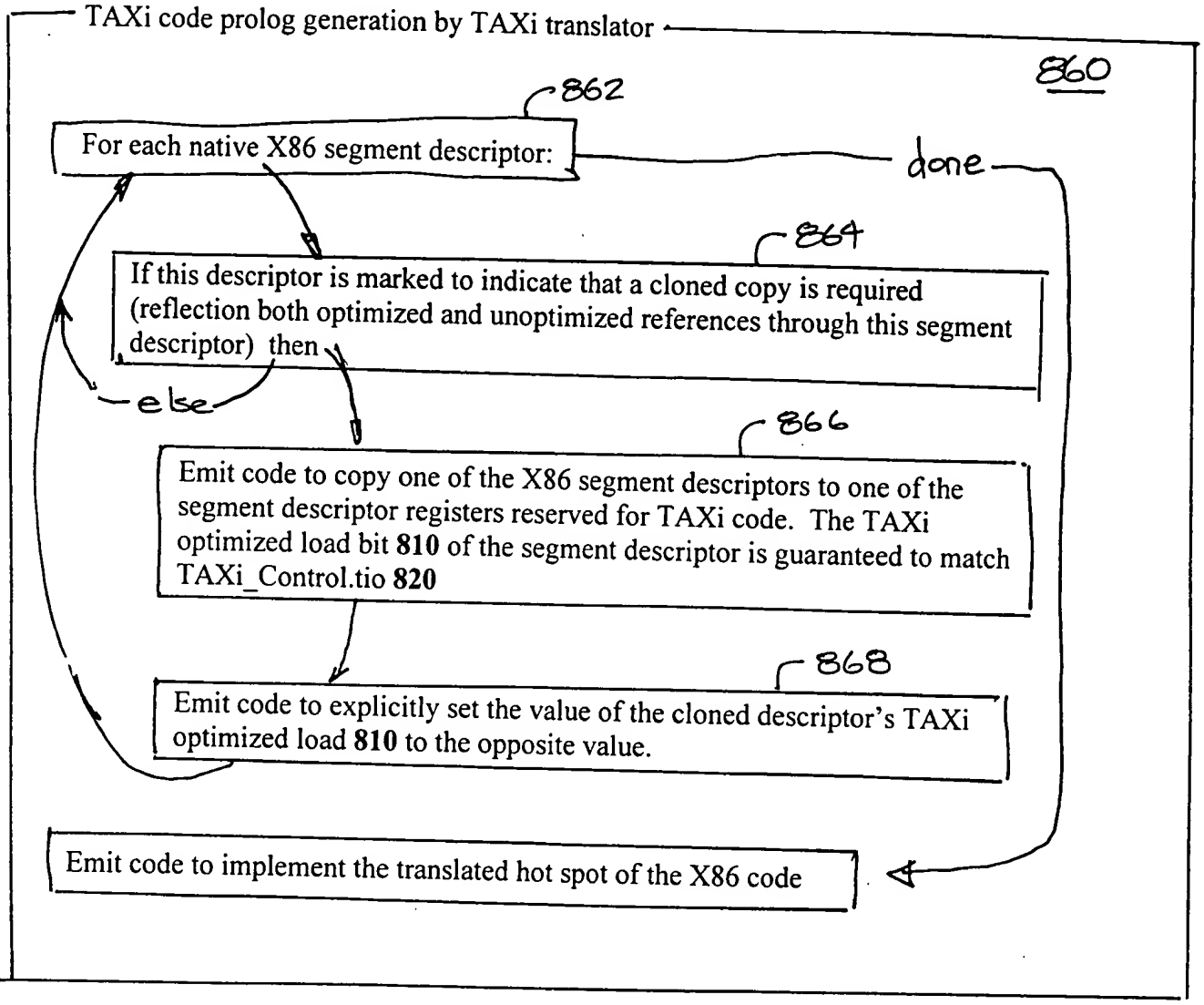

TAXi code prolog generation by TAXi translator
860
862
For each native X86 segment descriptor:
done
864
If this descriptor is marked to indicate that a cloned copy is required (reflection both optimized and unoptimized references through this segment descriptor) then
else
866
Emit code to copy one of the X86 segment descriptors to one of the segment descriptor registers reserved for TAXi code. The TAXi optimized load bit 810 of the segment descriptor is guaranteed to match TAXi_Control.tio 820
868
Emit code to explicitly set the value of the cloned descriptor's TAXi optimized load 810 to the opposite value.
Emit code to implement the translated hot spot of the X86 code

Fig. 8c